

ANJALI SHIBU

Leamington Spa, England | juliashiban@gmail.com | [Portfolio](#) | [LinkedIn](#) | +44 07539 976727

A passionate game designer with a creative vision supported by strong practical knowledge in design, art, animation, storytelling, audio, and programming. My multidisciplinary skills enable me to create fantastic experiences for players by rapidly prototyping through the use of various game engines.

This holistic view and multidisciplinary approach are what make me an excellent game designer!

Honors and awards

Member of BAFTA Connect, (2022)

BAFTA Scotland Games Mentorship Programme, (2022)

Mentor - Cara Ellison

Abertay University, Dundee, Scotland (Sept 2020-2021), Saltire Scholar (2020-21)

Professional Masters (M.Prof) in Games Development,

Srishti Institute of Art, Design & Technology, Bangalore, India (2014-2018)

Bachelor of Creative Arts in Digital Media Art

CMR National Public School, Bangalore, India (2005-2014)

Studied Physics, Chemistry, Maths & Computer Science (familiar with C++)

Work Experience

Playground Games (PG), Leamington Spa, Apr 2022 to current

Roles: Design Assistant

Projects: Forza Horizon 5 - Hot Wheels DLC / Forza Horizon 5 Festival Playlist

Owning narrative scripts and navigation data.

Worked with owners of the nav data tool to suggest and implement practical improvements during production to improve workflows and speed by at least 20% across teams. Wrote up functional scripts (Horizon Mixtape, etc) and implemented the same by working closely with the Audio team to rapidly iterate and present narrative styles to other teams.

Support the team by being the point of contact for names and licensing, as well as designing and implementing other areas of game design from achievements to accolades, challenges, and much more.

MINC ecofashion, Bangalore, Sept 2018 to Aug 2020,

Roles: Director Merchandising and Project Manager

Owned and developed social media channels, brand website revamps, and digital marketing.

Developed, planned, and managed content calendars for the brand's social media by spearheading lifestyle-related theme development.

Created the new website from scratch on WordPress and improved searchability through SEO. Planned and managed updates for the website by being involved in product shoots.

Highlights of my tenure were managing a small team and mentoring team members.

Game engines & Software familiarity

Game engines

Fuel, Unity, Unreal Engine, RPG Maker MV, Ren'py, Twine.

Softwares

Partner Centre, RULEBot, Open World Editor, TIDE, Blender, Maya, Photoshop, Clip Studio, Substance Painter, Google Suite, Microsoft 360.

Skills, Interests and did I mention tea?

In the midst of creating a rock-climbing archer pianist build.

A storyteller by nature, I'm a quick learner who loves to apply myself by pursuing short-term challenges like a knitting project / learning a new piano piece.

Tea aficionado and big foodie, you'll find me thinking about the next new recipe or finding out about the latest and greatest in food and drinks around!

Project Experience

Women in Games Jam, Sept 2021

Roles: Narrative Designer, Submission: In the Garden, Sept 2021

Owned production and narrative design.

Developed and maintained the scripts and narrative, ensuring style cohesion throughout the script.

Implemented scripts in a non-linear fashion, covering the mid-section of the game.

Created art assets to aid the team in completing art assets as required while maintaining overall art direction.

Abertay University, Student Projects, September 2020- Aug 2021

Worked in a simulated studio environment as part of student teams.

Roles: Narrative/Level Designer – Client: The Chinese Room, June - Aug 2021

Owned overall narrative, garden level, and player character model.

Developed overarching narrative including storyboard and coordinated with the team to ensure cohesion throughout. Rapidly iterated and designed the final level of the game – the garden level.

Developed and maintained a mechanics guide for the team.

Solely responsible for 3D model and animation of Heather the cat (main character).

Roles: Game Designer – Client: Dundee Dragons (NHS Nurses), June-Aug 2021

Owned storyboard & Voice-over scripts

Developed storyboard and maintained scripts for the story and voiceover as detailed by the client.

Developed the concept design document in conjunction with a co-designer.

Responsible for the game flow and interactions in the level.