

Meet Purandare

Gameplay & Systems Designer

Email: meetpurandare22@gmail.com | Phone: +44 7733034069

Portfolio: www.meetpurandare22.com

Professional Summary

Graduate Gameplay and Systems Designer with a BA (Hons) Computer Game Design (Upper Second-Class Honours) from Anglia Ruskin University. Experienced in designing and implementing gameplay, AI, progression, puzzle, dialogue, and technical systems using Unreal Engine 5 Blueprints and Unity. Passionate about building engaging player experiences through well-designed gameplay systems.

Education

Anglia Ruskin University

BA (Hons) Computer Game Design

Upper Second-Class Honours (2:1)

Technical Skills

- Unreal Engine 5 (Blueprints)
- Unity
- C#
- Basic C++
- Ink Narrative System
- Gameplay & Systems Design
- AI Design
- Puzzle Design
- Economy & Progression Design
- Git & Version Control

Projects

Horror Game (Unreal Engine 5)

- Designed AI behaviour featuring patrol, investigation, hearing, and chase systems.
- Implemented hiding, flashlight resource management, keypad progression, and investigation note mechanics.
- Developed gameplay systems entirely in Unreal Engine Blueprints.

Detective Game (Group Project)

- Designed and implemented a Dialogue Manager for branching conversations.
- Developed an Ink integration framework supporting variables, tags, choices, and gameplay events.
- Designed a reusable Journal System and line-trace interaction framework.
- Integrated voice lines and collaborated using version control.

Idle Clicker (Unity)

- Designed an economy and progression loop driven by resource generation.
- Implemented player and hero upgrade systems with dynamic cost scaling.
- Developed hero automation and visual progression systems.

GMTK 2025 Game Jam

- Implemented the initial looping mechanic including player reset and ghost spawning.
- Designed pressure plate and elevator puzzle systems.
- Created an audio manager for scene-based music transitions.

Professional Experience

Pentashield Technologies — Application Developer

June 2023 – August 2023

- Contributed to the development of an Unreal Engine 5 simulation project for a defence-sector client.
- Collaborated with developers to test, debug, and refine simulation features.
- Participated in feature implementation while working within project requirements and development timelines.

McDonald's — Customer Experience Leader

oct 2023 – Feb2025

- Led customer service operations during busy periods.
- Resolved customer queries and complaints while delivering a positive customer experience.
- Developed leadership, communication, and problem-solving skills in a fast-paced environment.

Boom Battle Bar — Barback / Bartender

October 2025 – April 2026

- Delivered excellent customer service in a high-volume hospitality environment.
- Worked collaboratively with bar and floor teams to ensure efficient service.
- Managed multiple responsibilities under pressure while maintaining attention to detail.