Rakesh Menon
Game Designer | Interaction Designer | Programmer

Contact : rakeshumenon@gmail.com
phone: (+91) 8884267896
skype:rakeshumenon

personal statement

I am passionate about creating playful interactive experiences for digital product. I strive for better user engagement in products through Gamification and thus create unforgettable experiences. I have been exploring digital and tangible mediums to create playful interactive experiences. I am very research driven and like most designers, find great satisfaction every time I prototype my ideas.

I strongly believe that:
Good design is like a refrigerator—when it works, no one notices, but when it doesn't, it sure stinks." –Irene Au

web

Website:https://www.rakeshpmenon.com

LinkedIn: https://www.linkedin.com/in/rakesh-me-non-344771104

Facebook: https://www.facebook.com/rakesh7896menon
Instagram: https://www.instagram.com/iam_rakesh_m

skills

Game Design,
Game Theory
User Experience Design
Interaction Design
User Research

Programming

Fluent (Read & Write) in English and Hindi

proficiencies

Unity 5
Unreal Engine 4

C, C++,C#,HTML

Adobe Illustrator CC 2015
Adobe Xd
Sketch

achievements

Winner in Axis Bank Design Hack
Axis Bank | 2017

First Prize in National Conference of Emerging Trends.

other interests

Bike Riding
Music
Avid Foodie
Shayari

education

From 2015 - Present
Master of Design (M.Des) in Digital Game Design
National Institute of Design, India

From 2008 - 2012
Bachelor of Engineering (B.E)
St. Vincent Pallotti College of Engineering,Nagpur University, India

From 2006 - 2008
Higher Secondary Education
Hislop College,Nagpur,India

From 1999 - 2006
Secondary Education
Modern School,Nagpur,India

experience

From December 2017- May 2018
Associate Game Designer
Moonfrog Labs ,Bangalore,India

From June 2017- December 2017
Associate Game Designer Intern
Moonfrog Labs ,Bangalore,India

From April 2016- May 2016
Game Designer Intern
Fields Of View ,Bangalore,India

From July 2013 pt September 2015
Sr Software Engineer
IGate Global Solutions,India

projects

Bahubali The Official Game new
Designing the new onborading experience for new players.
Responsibilities:
        -Creating player persona primarily based on varying genre experience and understanding the player journey.
        -Creating mock ups and prototypes for the FTUE.
        -Organizing play tests and iterating on the FTUE design based on feedbacks and insights.

TeenPatti Gold
Deigning the new tournament for the game to increase the user retention for Tournaments.
Responsibilities:
        -Conducting interview of the existing players, to know their insights about the existing tournament.
        -Using their inputs in designing the new tournament.
Organizing play-test and iterating on the ideas.

Call Break Gold
Designing the bot logic for Call break game.
Responsibilities:
        -Study different competition.
        -Deconstructing different casino game.
        -Creating the bot logic and writing the pseudo code
Play testing and refining the logic.