

# Prabhav Bhatnagar

+358 466 572 814 | [prabhav2b@gmail.com](mailto:prabhav2b@gmail.com) | <https://www.linkedin.com/in/prabhavbhatnagar/> | <https://github.com/Prabhav2B>

## EDUCATION

---

- Aalto University** Espoo, Finland  
*PhD in CS — Expanding the Scope of Game Feel in Digital Game Design* Nov. 2022 – Present
- Aalto University** Espoo, Finland  
*MSc in CCIS — Major in Game Design and Production* Aug. 2020 – July 2022

## EXPERIENCE

---

- Freelance Quality Assurance and Data Analyst** July 2022, March 2025 – June 2025  
*Mopeful Games* Helsinki, Finland
- Provided QA for the game **Fashion Police Squad** (94% positive on steam), and **Wardrum** (to be released).
  - Worked closely with the design team to provide detailed reports and test videos on issues ranging from **Bugs, Playability/UX, Balancing, Design, etc.**
  - QA responsibilities ranged from **general gameplay and progression testing** to **targeted feature implementations and usability testing.**
- Doctoral Research** Nov. 2022 – Present  
*Aalto University, School of Computer Science* Espoo, Finland
- Conducting **explorative qualitative research** under the umbrella topic of “Expanding the Scope of Game Feel in Digital Game Design” under the supervision of Prof. Perttu Hämäläinen.
  - Planning and conducting in-depth interviews, playtests and experiments. **Advancing methods for research-through-game-design.** Advising Master’s and Bachelor’s theses, encompassing varied topics within game design and research.
- Teaching Assistant** Sept. 2021 – Sept 2025  
*Aalto University* Espoo, Finland
- Served as the TA for ”Software Studies of Game Designers” for 4 consecutive years with classes of 25+ students.
  - Assisted students in learning Unity, Unreal and Godot through one-on-one mentoring and interactive workshops.
  - Prepared teaching material on topics such as **Version Control, Basics of Game Engines, Shader Programming**, among others.

## GAME PROJECTS

---

- Aether-07** | *Game Design, Level Design and Technical Art* Feb. 2024 – Present
- A 3D first person puzzle game with 12 levels. Developed various **shader effects** for mechanics and level elements, and did **level greyboxing and lighting**. Selected for Draknek and Friends New Voices grant.
- Chromatic Cherry Chase** | *Generalist & Researcher* Nov. 2021 – April 2022
- A Celeste-inspired platformer developed during my master’s thesis. I did the programming, game and level design.
  - **Highlight was designing and iterating on 5-minute player onboarding for online tests.** It was positively received by 200+ players who took part in the online playtesting.
- Shadow Puppy Shenanigans** | *Game Designer & Project Manager* Nov. 2021 – April 2022
- I assumed the role of game designer primarily in a team of 4, **designing and conducting playtests for 20+ puzzles** for the game.
  - The game was a finalist in Bit1 student game competition and was also demoed during an International Game Developer Association(IGDA) gathering.

## ACHIEVEMENTS

---

- 2026:** Draknek and Friends - New Voices Grant Recipient  
**2025:** FDG’25 - Early Career Best Paper Award  
**2022:** Bit1 student game competition finalist

## TECHNICAL SKILLS

---

**Languages:** C#, GLSL, GDScript, Java, C++, Python  
**Software:** Unity, Godot, Unreal, Audacity, Reaper, Git