

Prabhav Bhatangar

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EDUCATION

Aalto University

PhD in CS — Expanding the Scope of Game Feel in Digital Game Design

Espoo, Finland

Nov. 2022 – Present

Aalto University

MSc in CCIS — Major in Game Design and Production

Espoo, Finland

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 Student

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, Programming 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 | Programming & Game Design

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, Programmer & 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 for Puzzle Game Design

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