

Pulakeshi Salunkhe

Satara, Maharashtra | Mobile: 9922355302 email: pulakeshisalunkhe@gmail.com

LinkedIn: www.linkedin.com/in/pulakeshi-salunkhe-14544292 | Portfolio: www.pulakeshi.com

Personal Statement

Driven Game designer with a knack for organisation and a keen eye for detail. I am proficient in crafting narratives and committed to continuous learning. An initiative-taking team player, keen to take on new challenges, I am looking opportunity to develop and deliver effective Design solutions. I have the ability to collaborate effectively within teams, take ownership of tasks, and consistently deliver top-tier solutions to overcome Design obstacles and drive team success.

Key Skills

- Comprehensive Narration
- Level Design
- Game Design Document
- Team-working
- Communication & Presentation
- Critical Thinking
- Unreal Engine
- Game User Interface

Work experience

Dosxnova, Lead Designer

January 2020 – June 2022

- Established a Design Studio: Launched a small design studio focusing on providing end-to-end creative solutions.
- Custom Artworks: Produced and delivered various art pieces for both individual clients and agencies.
- 3D Modeling for Architecture: Designed and rendered high-quality 3D models for architectural firms, enhancing their project presentations.
- Printing Solutions: Set up and managed printing services for Lokayat Publications, streamlining the production process.
- Game Character Templates: Created in-game character designs, contributing to immersive gaming experiences.

Nandos UK, Buddy Trainer

April 2023 – September 2024

- Staff Training: Organized and conducted training sessions for new and existing kitchen employees, ensuring they understood food preparation procedures and safety protocols.
- Collaborative Environment: Fostered teamwork by encouraging open communication and mutual support among kitchen staff.
- Compliance and Safety: Ensured adherence to health and safety regulations, including proper handling of equipment and food storage.
- Performance Monitoring: Assessed team members' progress, provided constructive feedback, and facilitated skill development opportunities.

Lokayat Prints, Lead Designer & Managing Partner

October 2024 – Present

- Oversee Print-on-Demand (POD) Services: Manage the end-to-end POD process, ensuring high-quality printing and timely delivery.
- Design Book Covers: Develop engaging cover art that aligns with authors' visions and market standards.
- Provide Digital Solutions: Offer small-scale digital tools and resources to support clients' publishing needs.
- Translate Marathi to English: Successfully completed three book translations, enhancing accessibility and reach.
- Manage POD Business: Coordinate operations, maintain quality control, and streamline workflows for an efficient print-on-demand system.

Education

Kingston University, MA Game Development (Design) | Game Design | (Achieved Distinction)

January 2023 - April 2024

Mumbai University, BFA (Applied Art) | Computer Graphics | (Achieved 62%)

June 2016 - April 2020

Interests & hobbies

- I am a huge fan of Computer games and casual games is one of my favourite genres.
- I enjoy signing up for upcoming games and the beta testing for new arrivals, Antidote is my go-to for such.
- I love travelling as well as drawing and reading novels. Three Days of Happiness is my favourite fiction.
- I am currently writing a new work of fiction to be published soon.

Projects

Game Project “Into the Fray” | 2023

Contributed to 'Into the Fray,' a game developed by a 5-member team. At core a zombie shooter game that emphasizes on collaborative gameplay. - <https://www.pulakeshi.com/copy-of-the-white-room-1>

Prototype Game: “Tales of Arboria” | 2023

Undertook a solo project to develop a prototype game titled 'Tales of Arboria.' A narrative-driven adventure RPG with open world map and various interactable events. - <https://www.pulakeshi.com/projects>

Webnovel – “The Burning Soul” | 2020 - present

In progress since 2020, 'The Burning Soul' represents a significant undertaking with a substantial readership of approximately 750k reads. - <https://www.webnovel.com/book/18253915305908405>

Prototype Game: “Kabaneri – Gateway of Iron Realms” | 2025

Undertook a solo project to develop a prototype game titled Kabaneri – Gateway of Iron Realms.' A game that is single player, narrative-driven action RPG set in steam punk theme with dual weapon system as it's main highlight. - <https://www.pulakeshi.com/copy-of-the-white-room>

Written Novel: “The Girl who Lost Magic” | 2025

‘The Girl Who Lost Magic’ follows a young protagonist on a quest to rediscover her vanished powers, overcoming challenges that test her courage and self-belief. It's a moving fantasy tale about resilience and the hope that magic may still be found within.