



ARSHEA BIMAL

Producer + Programmer

➤ WORK EXPERIENCE

TWIN SWANS / LEAD TECHNICAL PRODUCER

Producing and developing a narrative horror game for Playstation 5

- Designed empathetic production processes
- Engineered game features, tools, & systems
- Steered milestone deliverables & submissions
- Calculated project scopes, schedules, & budgets
- Facilitated ops, administration, & recruiting

FUNOMENA / TECHNICAL PRODUCER II

Jul 2018 - Mar 2022

Lead production across several game projects, often using experimental technology and targeting non-traditional audiences.

- Advocated for & encouraged healthy practices
- Continually assessed scope for effective development
- Spearheaded communications with clients & partners
- Tracked and coordinated development sprints & milestones
- Preempted development roadblocks and bottlenecks
- Developed and iterated gameplay features, tools, & systems

✉ arsheabimal@gmail.com

🌐 arsheabimal.com

*I strive to be an advocate
for the wonderful humans
I work with everyday.*

ZYNGA / SOFTWARE ENGINEERING INTERN

May 2017 - Aug 2017

Built new live ops and game features for games on Android and iOS in an agile environment

HONEYWELL / GRAPHICS INTERN (C++)

Jan 2016 - Jul 2016

Enhanced display systems for aircrafts, Fused and stored data from various sensors, Developed an octree based evidence grid system

➤ EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Aug 2016 - May 2018

MS Computer Science (Game Development)

- Technical Assistant for "Game Prototyping". Mentored undergraduate teams.

M.S. RAMAIAH INSTITUTE OF TECHNOLOGY

Aug 2012 - Aug 2016

BE Computer Science and Engineering

➤ AWARDS

ACADEMY OF INTERACTIVE ARTS AND SCIENCES

2017

WomenIn Games 2017 Scholar

➤ PROFICIENCIES

Monday, Favro, Trello

C#/Unity, C++

Google Sheets API

Miro, Canva

AWS Lex, Ink/Inkle

Zapier, IFTTT, Make

AGILE Methodologies

