

# Adwaiet Bhide

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## EDUCATION

### Carnegie Mellon University, Heinz College

Expected May 2025 | Pittsburgh, PA | Los Angeles, CA

Master of Entertainment Industry Management

Relevant Coursework – Applied Strategic Marketing, Writing for Creative Industries, Script & Story Analysis, Statistical Reasoning with R, Applied Economic Analysis

### Maharashtra Institute of Technology

June 2018 | Pune, India

Bachelor of Engineering - Electronics & Telecommunication Engineering

Relevant Coursework – Theory of Artificial Intelligence, Image Processing, Wireless Communication (Bluetooth, Wi-Fi)

## WORK EXPERIENCE

### Rockstar Games

Bangalore, India

#### Content Designer

January 2023 - June 2023

- Trained new team members in project workflow, creator tool, bug tracking software
- Provided feedback on design ideas and prototypes
- Streamlined workflow by creating progress trackers for project-specific deadlines, improving efficiency by 20%

#### Associate Content Designer

February 2021 - December 2022

- Produced Game Design Documents detailing design ideas, unique elements & features
- Designed proof of concept prototypes for Leads & Seniors to appraise & provide feedback
- Created designs based on prototypes and iterated on them with continued weekly feedback
- Fixed bugs logged by QA before the scheduled release deadline
- Supported team members with bug fixes, playtests, creator tool, software

#### QA Senior

July 2020 - February 2021

- Managed a group of 30 Testers
- Generated team reports while assessing performances on daily tasks and bugs
- Held performance reviews and evaluated individual and team performances in key areas
- Co-ordinated with other studio leads to set timelines & achievable goals regarding projects and conducted cross-studio multiplayer sessions when requested

#### QA Tester

January 2020 - June 2020

- Managed a group of 5 Game Testers
- Created daily team reports for overall progress on test plans and highlighted serious bugs
- Generated a weekly report for an overall review of test plan progress and build

#### Game Tester

May 2019 - December 2019

- Focused on functionality gameplay testing following designated test plans and cases
- Logged bugs in various multiplayer and single-player game modes
- Learned bug database management for regression and re-testing of bugs for verification

## SKILLS

Softwares:

Microsoft Office – Word, Excel, PowerPoint, OneNote; Perforce, Confluence, R Studio, Monday.com, Google Drive, JIRA, C, C++, Unity, UE 5, Adobe – InDesign, Illustrator, Photoshop, Audition, and Premier Pro

Languages:

English, Marathi, Hindi – Fluent; French – Intermediate