

Adwaieet Bhide

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WORK EXPERIENCE

Content Designer – Rockstar Games India | January 2022 – Present

Associate Content Designer– Rockstar Games India | February 2021 – December 2022

- Gaining expertise in the proprietary design creator tool & software
- Generating Game Design Documents detailing design ideas, unique elements & features
- Designing proof of concept prototypes for Leads & Seniors to assess & provide feedback
- Creating designs based on approved prototypes and iterating on these with continued feedback from weekly playtests
- Working on and fixing bugs logged by QA before the scheduled release deadline
- Assisting members of the team with bug fixes, playtests, the creator tool, software
- Training new members of the team in project workflow, the creator tool, bug tracking & reporting, and providing feedback on design ideas and prototypes
- Worked on Red Dead Online Updates ([Red Dead Online Horse Races](#) [May 2021], [All Hallows Call to Arms](#) [October 2021, October 2022], [Merry Call to Arms](#) [December 2021, December 2022]), [Player vs Player Multiplayer Modes](#) [August 2022]

QA Senior – Rockstar Games India | July 2020 – February 2021

Additional responsibilities included:

- Worked with and managed a group of 30 Testers for the GTA Online team
- Generated team reports while assessing team and individual performances on tasking as well as bugs
- Assisted my lead in performance reviews and critically assessing individual & team performances in key areas
- Co-ordinated with other studio leads to set timelines & achievable goals across studios regarding a game update and conduct cross-studio multiplayer sessions when needed
- Worked on two updates for GTA Online ([Los Santos Summer Special](#) [August 2020], [The Cayo Perico Heist](#) [December 2020])

QA Tester – Rockstar Games India | January 2020 – June 2020

Additional responsibilities included:

- Worked with and managed a group of 5 Game Testers for the GTA Online team
- Created daily team reports for overall progress on test plans & highlighting serious bugs
- Generated a weekly report for an overall review of the test plan & build
- Worked on one update for GTA Online ([Open Wheel Races](#) [February 2020])

Game Tester - Rockstar Games India | May 2019 - December 2019

- Focused on functionality gameplay testing following designated test plans and test cases
- Identified and logged bugs in various multiplayer & single player game modes through standard and destructive gameplay tests
- Learned bug database management for regression & re-testing of bugs for verification
- Worked on two updates for GTA Online ([Diamond Casino & Resort](#) [July 2019] & [Diamond Casino Heist](#) [December 2019]) and two updates for Red Dead Redemption Online ([Frontier Pursuits](#) [September 2019] & [Moonshiners](#) [December 2019])

EDUCATION & INTERNSHIPS

B.E. Electronics & Telecommunication Engineering | Aug 2014 – July 2018

Maharashtra Institute of Technology (MIT) Pune, India

Internships - Aug 2016 - Oct 2016 | June 2017 – July 2017

- Performed testing and quality management of IoT devices sold to 60 clients
- Acquired experience in adapting, managing high-pressure situations, team collaboration in a corporate setting, and mediation and diplomacy in workplace dynamics and relationships

SKILLS

SOFTWARES

Microsoft Office Suite
Perforce
Confluence
C
C++
Unity
UE 5
Linux
C#

SKILLS

Strategic Planning
Project Management
Team Management
Game Design
Level Design
Design Documenting
& Ideation

LANGUAGES

English – 5/5
Marathi – 5/5
Hindi – 4/5
French – 3/5

VOLUNTEER WORK

Action for Pune
Development
60+ Hours

- Created road safety awareness initiative for Traffic Police
- Conducted a pet adoption drive at an animal shelter
- Volunteered time at an old age home

U.N. HeForShe

200+ Hours

- Raised awareness about the U.N. HeForShe campaign & the feminism movement for gender equality.
- [‘Wheels of Change’](#): Helped conduct a cycle Rally with 700+ cyclists