

SAGAR SHRESTHA

GAME DESIGNER

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→ **VIEW FULL PORTFOLIO: SAGARSHRESTHA23.COM.NP**

PROFESSIONAL PROFILE

Game Designer with a multidisciplinary background spanning architecture, civil engineering, and immersive interactive exhibits. Proven ability to translate complex spatial design and human psychology into engaging digital mechanics. Strong focus on rapid prototyping, technical documentation, and optimizing user flow.

WORK EXPERIENCE

Controller - IKONO

Sep 2024 - Present | Berlin

Guided customers through the exhibition, ensuring a seamless and engaging interactive experience. Acted as the primary point of contact for visitor inquiries, providing excellent customer service and operational support.

Sales & Customer Service - Kamps GmbH

Mar 2020 - 2024 | Berlin

Managed daily sales operations and handled transactions in a fast-paced retail environment. Provided high-quality customer service, ensuring client satisfaction and resolving customer inquiries effectively.

CAD Drafter - Building Design Authority Pvt. Ltd.

Mar 2019 - Aug 2019 | Nepal

Drafted and modeled municipal pipeline networks using AutoCAD. Produced detailed technical drawings and hydraulic schematics. Coordinated with civil engineers to support sustainable urban planning projects.

Company Owner - Aakhi Jyaal Construction

Feb 2017 - May 2019 | Nepal

Founded and managed a consulting firm specializing in architectural design and 3D visualization. Oversaw project management, client relations, and operational business strategy. Delivered tailored visualization solutions for engineering projects.

Site Project Manager & CAD Designer - Shixitang Ramagram Foundation

Nov 2013 - Jan 2019 | Nepal

Managed site operations and provided strategic consulting for the design and construction of the Ramagrama School project. Coordinated with external contractors, ensured quality control on-site, and maintained strict project timelines.

SKILLS & COMPETENCIES

Design & Prototyping

Game Mechanics Design, Rapid Prototyping, Architecture & Flow Modeling (Miro), Technical Documentation (GDD).

Game Engines & 3D

Unity (C# Scripting), Unreal Engine, Blender.

2D Art & Visuals

Aseprite, Adobe Photoshop, Pixel Art Animation.

Engineering & Architecture

AutoCAD, Civil 3D, Geographic Information Systems (GIS), 3D Visualization.

AI & Emergent Design

AI-assisted workflows, Prompt Engineering, Generative AI for rapid ideation, Emergent Systems Design.

The Lingua Franca

English (Full Professional), German (Limited Working / B1), Nepali (Native).

EDUCATION

