Jivitesh Singh Dhaliwal
Game Designer
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GAMES LAUNCHED

Hello Puppets! Midnight Show • 2022 • Steam
Over 2 million views on YouTube at launch

Virtual Virtual Reality 2 • 2022 • Oculus Rift & Quest, Steam
Official Selection Cannes Film Festival XR Awards 2022

Hello Puppets! • 2020 • SteamVR, Oculus Rift & Quest
Over 25 million views on YouTube

Fall from Grace • 2020 • Oculus Rift
Showcased at USC Games Expo to over 60,000 attendees

The Under Presents • 2019 • Oculus Rift & Quest
Forbes 'VR Game of the Year', AIXR 'VR Experience of the Year', Raindance 'Best Multiplayer Experience', Emmy Award Nominee, Unity 'Best VR Game' Finalist, Sundance Showcase Title

Phenomenology • 2018 • Oculus Rift
Indiecade Showcase Title 'Gaming Everywhere'

Walden, a game • 2017 • Xbox, PS 4
Games for Change 'Game of the Year' & 'Most Significant Impact', Indiecade Finalist
Funded by National Endowment for the Arts, National Endowment for the Humanities

EXPERIENCE

That's No Moon • Los Angeles, CA
Senior Technical Game Designer • *Unannounced Project* • 06/2022 – Current

- Authoring novel game mechanics, systems, narrative and gameplay beats, and interactive objects for upcoming title, by working with engineering, animation, and design teams to implement content, solve workflow issues, and create content pipelines
- Spearheading design and development of contextual interaction systems, improving production pipelines and tools and mentoring junior game designers

Otherworld Interactive • Los Angeles, CA
Lead Game Designer and Developer • *Hello Puppets! Midnight Show* • 12/2020 – 06/2022

- Spearheaded team of 7 on multi-million dollar project, leading creation of levels, game mechanics and character dialogues for 6-hour long experience developed in Unity
- Envisioned and developed novel game design approach through groundbreaking AI driven player emotion manager system which directs flow and pace based on real-time player interaction analysis
- Established design pillars with creative director, formalized design documents and established task lists, breakdowns, milestone schedules and project goals, supervised experience designers and helped make key decisions by collaborating with creative director and team leads

Game Designer and Engineer • *Hello Puppets!* • 09/2020 – 12/2020

- Supervised development of character interactions and level design of 4 levels, and several puzzle designs, helping game receive commercial success including over 25 million views on YouTube
- Developed AI characters and led haptic and visual polish to enhance storytelling and gameplay

Tender Claws • Los Angeles, CA
Game Designer & Developer • *Virtual Virtual Reality 2* • 08/2020 – 01/2021
- Established design pillars for VR title and directed junior designers on the development of 3 levels and 10+ mini games within 3 months conserving development budget through rapid prototyping
- Envisioned new interaction paradigms and led development of input systems leading to Cannes VeeR Future Award nomination

Game Designer • *The Under Presents* • 05/2019 – 07/2019
- Conceptualized and implemented groundbreaking live acting character component and tools for experience leading to award wins including Forbes 'VR Game of the Year', AIXR 'VR Experience of the Year', and Emmy Nomination for 'Outstanding Innovation in Interactive Media'
- Led game design of 2 acts in Unity facilitating the narrative-based game ship on schedule and budget

USC Game Innovation Lab • Los Angeles, CA
Game Designer • *Phenomenology* • 08/2018 – 08/2020
- Worked with creative director and led 15+ usability and play testing sessions, iterated on design based on metrics data and community feedback

Game Designer • *Walden, a game* • 09/2017 – 08/2020
- Developed achievement system and provided feedback and mentorship to junior game designers

Sony Pictures Entertainment • Los Angeles, CA
Game Designer • Content Innovation Program • 05/2018 – 08/2018
- Conceptualized and co-directed state-of-the-art real-time VR concert experience with leading international artist, showcased to C-suite executives and 300+ Sony employees (project under NDA)
- Designed narrative, level layout, 3D art assets in Maya and oversaw volumetric capture of artist, helping executives understand potential of immersive music experiences eventually leading to creation of Sony Immersive Music Studios

USC Mobile and Environment Media Lab • Los Angeles, CA
Interaction Designer • Virtual Design Workspace • 08/2017 – 08/2018
- Devised inventive interaction modalities for virtual workplaces of the future

Livelike Inc • Gurgaon, India
Software Engineer • LivelikeVR • 02/2017 – 06/2017
- Pioneered video-synchronization feature enabling 300,000+ viewers to watch French Open and FIFA World Cup with friends, and supervised 8 engineers helping generate $13 million+ in Series A funding

TEACHING

California State University, Northridge • Los Angeles, CA
Lecturer • Department of Cinema and Television Arts • 01/2021 – 06/2021
- *CTVA 364 Interactive Production, Spring 2021:* Planned curriculum and taught game design and story-based immersive game production in VR to 20+ senior & junior undergraduate students

University of Southern California • Los Angeles, CA • 08/2018 – 05/2020
Teaching Assistant • Interactive Media and Games Division

- *CTIN 499 Directing Video Games:* Assisted Prof. Tracy Fullerton in teaching design patterns, storytelling, critiquing and grading students on directorial projects
- *CTIN 541 Design for Interactive Media:* Assisted Prof. Tracy Fullerton to teach game design, level design and system design to 15+ graduate MFA students in the world-renowned program
- *CTIN 534 Experiments in Interactivity:* Assisted Prof. Andreas Kratky to teach user-centered interactions and critical design analysis to graduate students

Panjab University • Chandigarh, India • 09/2021
Keynote speaker • Software Freedom Day

- Presented talk, 'Level Up: How to Make your Own Games' to 300+ attendees

AWARDS AND HONORS

Next Gen Leaders Award • 2023 • IGDA Foundation
Next Gen Leaders supports mid-career game industry professionals as they look to transition to **leadership** roles in the industry.

BAFTA Newcomers Fellowship • 2022 • BAFTA
Talent initiative recognizing and supporting **international rising stars** striving for excellence in the art forms of the moving image

NYX International Gaming Awards Executive Juror • 2021, 2022, 2024 • IAAA
Jury composed of highly respected creatives who have **distinguished** themselves as the **best in their field**

International Game Developers Association Scholar • 2020 • IGDA Foundation
Awarded to **15** of the "**best and brightest**" students in games **worldwide**

Eric Dybsand Scholar • 2020 • IGDA Foundation
Awarded to **1** individual with **exceptional** portfolio in **Game Design** and **Artificial Intelligence globally**

William B Mechanic Merit Scholarship • 2019 • USC School of Cinematic Arts
Merit based scholarship offered for **outstanding** work in **cinematic arts**

Pierre and Mary Cossette Merit Scholarship • 2019 • USC School of Cinematic Arts
One of the most **prestigious scholarships** bestowed by the USC School of Cinematic Arts

Annenberg Fellowship • 2018 • USC School of Cinematic Arts
Highly selective fellowship offered for **outstanding achievements** and potential for **significant contributions**

Oculus Award • 2017 • Facebook Oculus (now Meta)
Awarded to **1** of **75** teams for **innovation** in **music and VR** at Los Angeles Philharmonic

Amazon Webservices Award • 2017 • Amazon
Awarded to **1** of **75** teams for **exceptional approach** to **music** applications at Los Angeles Philharmonic

Anna and Ray Romano Merit Scholarship • 2017 • USC School of Cinematic Arts
For commitment to **encouraging humanistic values** and **self-awareness** while **entertaining audiences**

EDUCATION

University of Southern California, School of Cinematic Arts • Los Angeles, CA
Master of Fine Arts, Interactive Media and Games • 05/2020
Using interactive technologies to design and direct emotionally driven video games

Panjab University, University Institute of Engineering and Technology • Chandigarh, India
Bachelor of Engineering, Electrical and Electronics Engineering • 07/2012
Developing hardware and software to create interactive applications