

— PORTFOLIO / 2026

# HARSH AGGARWAL

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*Game design student crafting moody worlds,  
mechanics, and the stories that bind them.*

ECOLE INTUIT LAB - MUMBAI / SEEKING 8-WEEK INTERNSHIP





## ABOUT

# Playing games since I was a kid. *Designing them since 2021.*

I've completed Year 2 of a 4-year B.Des. in Game Design at Ecole Intuit Lab, Mumbai. I built my first 2D game in Class XI and started a game club at school the same year - that habit of building and gathering people around games hasn't stopped since.

*I'm looking for a full-time, 6-week internship to work on real projects and sharpen the craft.*

## SKILLS

- Texturing
- 3D Modelling
- UV Unwrapping
- Concept Art
- Narrative Design
- Game Design
- Playtesting
- Sculpting
- Prototyping

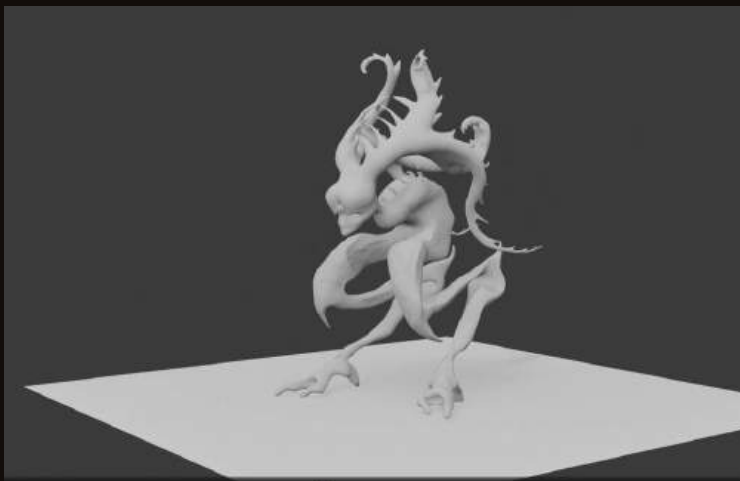
## TOOLS

- Blender
- Photoshop
- 3DS Max
- Substance Painter
- Krita
- Godot
- Unreal Engine
- ZBrush

01 / IDLE ANIMATION

# Sculpted, rigged, animated.

*Idle animation for a sculpted creature - a 2-week solo brief blending digital sculpting and animation discipline.*



**TOOL**

Blender

**TIME**

6 hrs. animation, 8-10 hrs. sculpting

**CLASS**

Digital Sculpting & Animation

**ROLE**

Solo

## 02 / SAND VIKINGS - CONCEPT ART

# Iterating toward a gate.

## THE BRIEF

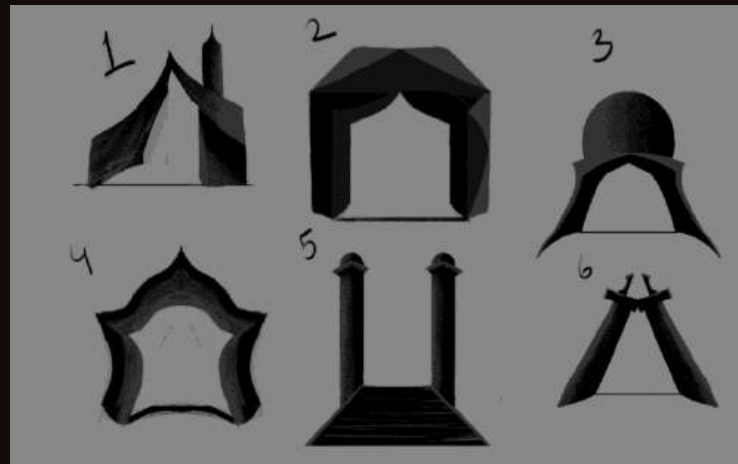
**Mythology:** Sufi

**Architecture:** Deconstructivist

**Culture:** Viking

**Skill:** Unarmed

*Entrance to a great weapons factory; it still burns bright forging weapons to deliver merciful and honest justice to those who impede 'The One Truth'.*



*Silhouette explorations - Krita*

## TOOLS

Blender - Krita

## TIME

~20 hrs over 4 weeks

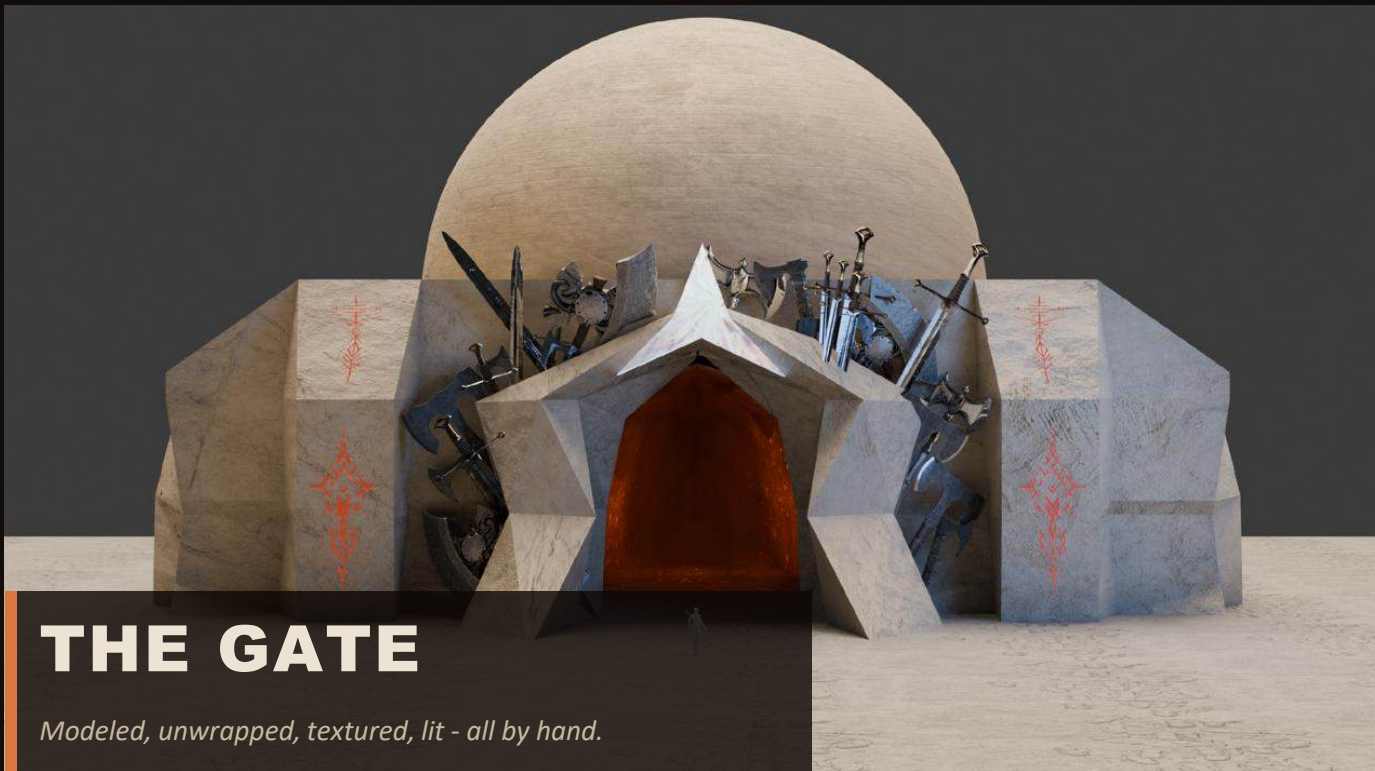
## CLASS

Concept Art: Environment

## ROLE

Solo (asset pack: weapons)

02 / SAND VIKINGS - FINAL



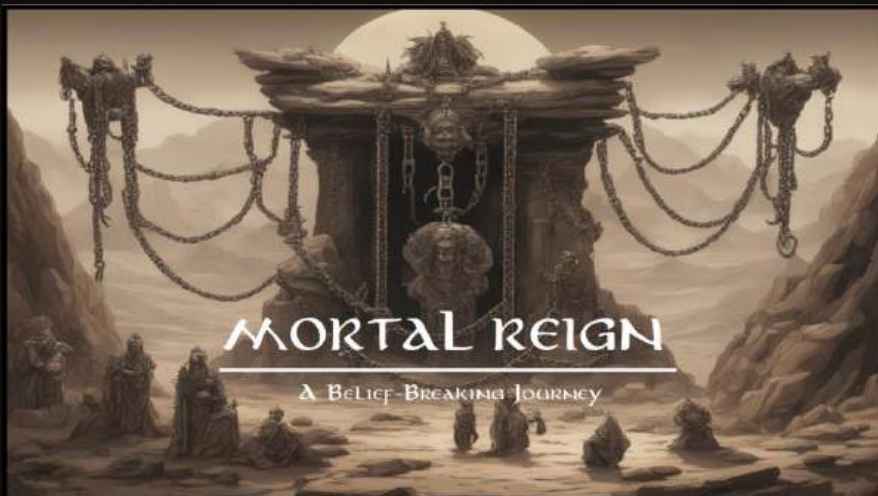
# THE GATE

*Modeled, unwrapped, textured, lit - all by hand.*

03 / MORTAL REIGN - PITCH DECK

# A Belief-Breaking Journey.

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## PREMISE

A meta-narrative RPG that asks: what would a world look like with no religious influence? Players navigate a stranded, meaning-starved civilisation through dialogue, action, and rebirth-or-undeath consequences.

## MY ROLE

Story, world, mechanics, monetisation, presentation - solo.  
*AI-generated key-art only.*

## 03 / MORTAL REIGN - DESIGN PILLARS

# Four levers, one question.

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01

## VISION

How does one live in a world without a god? A meta-narrative built around that single axis.

02

## MECHANICS

Branching dialogue with multiple choices and interruptions. A player-action / reaction system. AI-aided NPC speech.

03

## DYNAMICS

Players forced to take stances on systemic topics. They see complex situations from many sides - sometimes neutral isn't allowed.

04

## AESTHETICS

Expression and challenge. A narrative engineered to provoke, then to be expressed back through the player's choices.

*"What would a world look like with no religious influence?"*

04 / THE CHAPEL - LIGHTING STUDY

# Same room. Two souls.

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**DAY**

*Light through stained glass; muted, holy, hopeful.*



**NIGHT**

*Moonlight, candle wax, gargoyles wide awake.*

05 / MUMBAI 2075 - MISSION DESIGN

# Three missions in a city that'll swallow you whole.

## BRIEF

*Theme: a futuristic dystopian Mumbai. Output: a 3-part mission sequence for an imaginary game. A noir, bilingual descent - Hindi-English code-switch, cyberpunk skyline, soft fires.*

### MISSION 1.1

#### SELF-CENTRED MANEUVERES

*Objective - Close the deal.*

Rakesh waits by a dying campfire to trade. The handoff goes wrong. A blow to the back of the skull - fade to black.

### MISSION 1.2

#### UPRISING

*Objective - Escape the prison.*

Mumbai City Prison. Subtle police brutality, a remote-unlocked cell, an optional Prakash boss fight, and a way out.

### MISSION 1.3

#### NEW TIMES

*Objective - Find the resistance.*

Out into the city - claustrophobic skyscrapers and crowds. Meet Sapna. Meet the camp. Meet your first real fight back.

06 / WALK CYCLE - 3D RIGGING

# Game-ready, in place.

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## THE BRIEF

Take a rigged model. Animate a simple, looping in-place walk cycle suitable for game engines. Frame it with background and lighting.

## TOOL

Blender

## TIME

6 hours

## CLASS

3D Rigging

## ROLE

Solo

07 / TEXTURING

# Retro arcade, reborn in wood and gold.

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## THE TWIST



Took an existing arcade fight-stick from Sketchfab and re-skinned it for an Old Wild West saloon. New mood, new material, same silhouette.

### TOOL

Substance Painter

### TIME

3 hours

### CLASS

Texturing & Mapping

### ROLE

Solo (model from Sketchfab)

— LET'S BUILD WORLDS

# HARSH AGGARWAL

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aspiring to tell stories through games



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ARTSTATION



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*Available for*

**8-week  
internship.**

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*Thank you for your time.*