



ABOUT ME

A game designer focused on user experience and narrative craftsmanship, with a track record of improving player engagement and helping develop polished, story-driven projects. I create memorable experiences by uniting strong game feel with emotionally resonant storytelling.

SKILLS

- Narrative Design
- Creative Writing
- Dialogue and Bark Writing
- World Building
- Wireframing and Prototyping
- Intentional Playtesting and Rapid Iteration
- Quality Assurance
- Interdisciplinary Communication

TOOLS

- Unity (C# and Visual Scripting)
- Figma
- Unreal
- Twine
- Excel
- Perforce

EDUCATION

DigiPen Institute of Technology

Bachelor's of Arts in Game Design
Aug 2023 - Apr 2027

Anika Biswas

NARRATIVE AND UX DESIGNER

 (714) 234 - 9445  anika-biswas.com

 anikab3135@gmail.com  [Anika Biswas](#)

PROJECTS

Pawlarity - Co-Producer / Quality Assurance Lead

Unreal Engine 5 | Interdisciplinary Team | Sep 2025 - Present

- Co-produced a co-op puzzle game, coordinating scope and milestones to deliver a fully playable prototype.
- Led a 17-person interdisciplinary team (design, art, engineering) to align vision and pipelines, resulting in on-time milestone delivery across the project.
- Designed tutorial UI and clear interaction signifiers that improved players' navigation of puzzles and mechanics.
- Ran weekly QA passes, documenting and prioritizing bugs to help the team resolve critical issues ahead of each build review.

Two of Parts - Narrative Lead / UX Lead

Unreal Engine 5 | Interdisciplinary Team | Jan 2025 - Apr 2025

- Developed bark sheets and dialogue scripts for all NPCs, shaping character voice and world tone to increase player immersion and narrative engagement.
- Designed, illustrated, and animated the full in-game UI, unifying visual language and interaction patterns to improve clarity and player flow.
- Produced in-game narrative artifacts (data entries, letters, journals) that enabled player-driven story discovery and supported nonlinear narrative pacing.

Other Shrimp in the Sea - Narrative Designer

Unreal Engine 5 | Interdisciplinary Game Jam Team | Jan 2025

- Developed plot beat maps to align narrative pacing with project scope, improving clarity for the design and writing team
- Built a comprehensive dialogue sheet in Excel, defining four character identities through dialogue that supported a consistent voice throughout gameplay

Chain of Jewels - UI Artist / UX Designer

Figma | Design Team | Jan 2025 - Apr 2025

- Ran user surveys and synthesized findings into personas and affinity maps, informing feature priorities
- Designed medium and high-fidelity Figma wireframes that clarified interaction flow for the team
- Defined design pillars and mapped screens, inputs, and menus to establish a shared direction for the workflow