

Aditya Sundaram

GAME DESIGNER & PLAYER RESEARCHER

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PROFILE

Game designer with two completed degrees: a BA (Hons) in Games Design from Brunel University London (2:1), where my dissertation won the departmental award for Best BA Dissertation, and a Bachelor of Fine Arts in Design from Linnaeus University, Sweden. My work sits at the meeting point of design and research: I build research-grounded game systems in Unity, and I study how player communities receive the systems the industry builds, so that each discipline informs the other.

SELECTED WORK

Framing Fairness · undergraduate dissertation

Oct 2025 - Jun 2026

Player Discourse and Microtransaction Models in Live Service PC Games · Brunel University London

A Critical Discourse Analysis of how player communities construct monetisation as fair or exploitative, across three structurally distinct live-service economies: Diablo IV, Destiny 2, and Counter-Strike (CS:GO/CS2 as one continuous economy). Built a codebook and coded ninety items of Steam, Reddit and forum discourse, reading engagement metrics contextually rather than causally. Found that fairness is a discursive construct rather than a property of the monetisation system itself, and that exploitation framings extend beyond price to developer communication, temporal pressure and franchise legacy. Defended in viva, June 2026.

BEST BA DISSERTATION IN GAMES DESIGN · DEPARTMENTAL AWARD

Deus Ex Machina · serious game, Unity 3D

Oct 2025 - May 2026

Final-year game design project · Brunel University London

A tactical word-puzzle adventure designed for adults over sixty at risk of mild cognitive impairment. The serious games already on the market for this audience are transactional, exercise with no story worth staying for; Deus Ex Machina instead wraps its cognitive workout in an overarching plot, the kind of narrative investment games for younger players take for granted. Players form word chains on a tactical grid and word length determines movement distance, so vocabulary retrieval becomes the core verb of play. A daily cycle of work, bond and reflection phases pairs the puzzles with visual-novel character scenes that carry the story and encourage socialising, because the research base links social engagement and structured language challenge to slower cognitive decline. Wrote the research-grounded design document, storyboarded the opening day, and built a playable Unity prototype with the core puzzle loop, win and lose states, and a character bond scene.

The COPCube · design activism

2022 - 2023

BFA degree project · Linnaeus University, Sweden

A campaign to make COP climate conferences virtual: a speculative-design degree project carried out within the Design + Futures programme, and my first sustained study of how design shapes participation in large systems.

EDUCATION

Brunel University London

BA (Hons) Games Design, 2:1
2023 - 2026

Linnaeus University, Sweden

Bachelor of Fine Arts, Design (180 ECTS)

2022 - 2023 · Design + Futures
passed with distinction · incorporates
120 ECTS from Srishti Institute of Art,
Design and Technology, India (2019 -
2022)

Learners Point Academy

Unity 3D course (35 h) · 2024

SKILLS

Design. Game and systems design, puzzle design, narrative design, game design documentation, storyboarding, serious games.

Research. Critical Discourse Analysis, qualitative coding, player community research, games user research, academic writing with Harvard referencing.

Tools. Unity 3D prototyping, presentation and pitch design.

BEYOND GAMES

FGASA-qualified field guide (Apprentice Field Guide, NQF2), trained at Hannah Game Lodge, South Africa. Interests in worldbuilding, mythology and wildlife run through everything I make.