

Akshat Jerath

Game Designer

Passionate and innovative Game Designer with a focus on creating captivating levels for third-person shooter and puzzle games. Committed to pushing the boundaries of game design to deliver immersive and engaging player experiences. Possess a valid U.K work visa until 2025.

akshatjerath@gmail.com

07502076249

Stoke on trent, United Kingdom

www.akshatjerath.com/

linkedin.com/in/akshat-jerath

EDUCATION

BSc(Hons) Computer Game Design Staffordshire University

09/2020 - 07/2023

Courses

- Developed prototyping and implementation skills using tools like Unity and Unreal Engine.
- Proficient in 3D modeling techniques and bug tracking.
- Created, implemented, and balanced maps from initial block-outs to fully playable levels.
- Evaluated and critically appraised games, identifying strengths and weaknesses in their narratives.
- Collaborated with project management tools like Jira and Confluence.

Accounting

K.J Somaiya (HSC)

09/2018 - 06/2020

WORK EXPERIENCE

Game Designer

Infinity 27

07/2023 - 07/2023

Gateshead

Achievements/Tasks

- Designed quests, created level blockouts, and crafted NPC dialogues for "Samsara."
- Collaborated in an agile game development environment using SCRUM and Version Control with Perforce.
- Contributed effectively to a team effort, enhancing game elements and player experiences.
- Link to Project

SKILLS

Unreal Engine

Unity

Prototyping skills

Balancing and Pacing

Game design principles

Critical thinking

Testing processes

Narrative design

Level design

Visual design

Collaboration skills

PERSONAL PROJECTS

Dungeon Explorer (Solo Developer)

- Designed and developed an engaging dungeon game, integrating intricate puzzles with strategic evasion mechanics.
- Crafted immersive levels that challenge problem-solving and stealth abilities, delivering an engaging gameplay experience.
- Link to project

Escape the Lab (Group Project - Game Designer, Level Designer, and VFX Artist)

- Collaborated as a Game Designer, Level Designer, and VFX Artist in a split-screen first-person shooting game.
- Designed captivating visual effects, optimized maze layout, and conceptualized puzzles.
- Successfully coordinated gameplay mechanics and level progression, resulting in a challenging and rewarding player experience.
- Link to project

Prison Escape (Solo Developer)

- Created a captivating third-person shooting game featuring multiple modes.
- Demonstrated strong game design and programming skills for immersive gameplay.
- Designed a challenging story mode with unique character abilities for a lab escape.
- Implemented engaging player versus player battles and developed a strategic tower defense mode against AI enemies.
- Link to project

INTERESTS

Playing Video Games

Reading Books

Cooking

Traveling

Driving

Photography