

Akshat Jerath

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Profile

I am an innovative and empathetic level designer currently studying the final year of BSc (Hons) Computer Games Design at Staffordshire University. I have a particular interest in creating levels for third person shooter and puzzle games and have experience developing for VR.

Skills

- Unreal engine
- Photoshop
- Audacity
- Magic Voxel
- Unity
- Twine
- 3ds Max
- Substance Painter
- Creative
- Self-motivated
- Team working
- Passionate

Education

Staffordshire University (2020-2023)

- Experience prototyping or implementing features using text-based or visual tools (for example, unity, unreal or similar).
- Critically appraise other games and produce competent judgements of the possible strength and weaknesses of their narrative.
- Demonstrate knowledge and understanding of 3D modelling techniques and bug tracking.
- An innovative, empathetic, and collaborative spirit. Also worked with different Project management tools like (Jira, Confluence.)
- Creation, implementation and balancing of maps, from first block-outs to fully playable levels.

Projects

- Prison Escape (Solo developer)- It's a third person shooting game with 3 game modes. First is story mode in which the player must switch between two characters to escape a lab. Second is player versus player mode in which two players fight against each other. Third is tower defense mode in which two players fight against AI while defending their tower.
- VR Maze (Solo developer)- It's a VR horror game with minor interactions. In this game player must escape the maze while avoiding the terrors hiding in there or else, they won't be able to escape out alive.
- Peril (Level designer)- It's a first-person shooting game. I was the level designer for this game. I was given the framework and had to develop a complete level from start to end. Which should be fun to play.
- Escape the Lab (Group project. Game Designer, Level designer and VFX Artist)- It's a split screen first person shooting game. Both players must coordinate with each other and the escape the lab. I was one of the senior designers in a team of 18 people. I designed all the VFX and the power-ups of the characters in the game. I also designed and meshed the maze in the game. I worked with other designers on the initial designs of the puzzles in the game.

K.J Somaiya HSC (2018-2020)

Hobbies

- Playing video games
- Reading books
- Cooking
- Travelling
- Driving
- Photography

Social Work

- Collecting funds for orphanage kids.
- Collecting funds for old age homes.
- Giving out food to people who were on the streets.
- Collecting old clothes from people and giving out to people on streets