

GUVVY ATWAL

[Email-guvvy.atwal@gmail.com](mailto:guvvy.atwal@gmail.com)

[LinkedIn profile](#)

[Website](#)

3rd year undergraduate student, studying Computer Gameplay Design & Production at Staffordshire University. A highly motivated individual who is searching for a graduate job and is keen to take on new challenges. That can push the envelope of creativity and collaboration within respective roles of game design and production. Hobbies include Karate, studying Japanese and skateboarding.

EXPERIENCE:

09-2023-08-2024

English Teaching Assistant at Toyo Gakuen University, Tokyo, Japan:

Supported second language learners practice English and assist faculty staff with classes. Included being responsible for running university events that promote international culture. Finally set up a dojo and taught Karate classes at the university.

01-2023-02-2023

Junior Designer for Incognito- collaborative game project at Staffordshire University:

Collaborated with 21 game students to create Incognito- a first person, stealth roguelike. Responsible for design documentation and level design. Asked for feedback from senior designers, leading to an iterative level design process going from a floor plan-blockout-set dressing. Additionally assisted the team in play testing, to ensure the game was balanced and had excellent game feel.

06-2022-09-2022

Team Member at NEXT:

Communicated with staff to coordinate deliveries within a set timeframe. Provided excellent customer service by resolving customer queries and transactions. To ensure the end-user experience while shopping at NEXT was positive and achieved a high level of satisfaction.

07-2019-08-2019

National Citizen service; Northamptonshire County Center:

Project to raise money and refurbish County Center. Organised and **planned** fund raising activities for County Center. Including responsibilities such as budgeting for renovations, purchasing new furniture and redecorated the reception hall to create a welcoming space.

EDUCATION:

09-2021- Present

BSc Computer Gameplay Design & Production- Staffordshire University:

- **Introduction to Game Design (96%)**- Explored level and game design principles by planning and creating two Unreal Engine 4 levels through level and game design documentation.
- **Introduction to 3D Engines (87%)**- Created two levels in Unreal Engine 4 that displayed: Blueprint scripting, level creation, looping and branch logic, materials, lighting, particles, user interfaces and in-

game cinematics. Including collating surveys from colleagues who performed playtesting. Providing valuable player feedback to improve the design and user experience further.

- **Narratology for Games (81%)-** Wrote an academic essay analyzing a modern computer game via the lens of narrative structure and character archetype theory. In addition to another academic essay analyzing the experience of engaging in a tabletop role-playing game.
- **Fundamentals of Gameplay (79%)-** Collaborated with a team to design an escape room, by presenting a pitch presentation and design document. Including taking a producer role by leading the team with multiple production approaches. Such as creating product backlogs to ensure milestones are met on time. Plus setting up weekly team meetings to track engagement and feedback.

SKILLS:

- **Strong documentation skills:**
Can use **Microsoft Office** and **Adobe Photoshop** to create concise game design documentation. Including creation of diagrams, level floor plans, analytical tables and charts.
- **Excellent organisational skills:**
Exhibited this by using **Jira** to track assigned tasks from product backlog. In addition to independently assigning own tasks if needed and provide evidence during sprints.
- **Proficient Unreal Engine 5 skills:**
Can understand and utilize **Blueprint Scripting** to build mechanics and systems. Use UE5's editor to create **cinematics, level Blockouts**; can place lighting, materials, and actors.
- **Effective communication skills:**
Holds experience performing presentations, engaging in team meeting on **Microsoft Teams** and regularly communicated with customers and colleagues at NEXT.
- **Good interpersonal and listening ability:**
Sometimes more sensitive approaches are needed when interacting with team members. By listening to a team member on a 1:1 field or in a team setting. Usually results in a heightened sense of confidence and trust. Developed from years of working in teams, inside and outside education.
- **Great team working skills:**
Demonstrated great team-working ability, while designing an escape room. By advocated for honest communication and willingness to compromise. This resulted in better ideas and more harmonious teamwork between team members.
- **Superb video and sound editing skills:**
Can edit videos and sound using **HitFilm Express** and **Audacity**. Created gameplay trailers, presentation pitches and video essays.
- **Efficient time management skills:**
Able to meet project deadlines and at NEXT coordinated deliveries in a timely manner. All while keeping a highly motivated attitude.

ACHIEVEMENTS & AWARDS:

I was awarded the prestigious **Duke of Edinburgh Award** after an overnight trekking expedition and essential work in the local community. Additionally, I have successfully completed the government approved **National Citizen Service**: A core part of obtaining an NCS certificate required me to complete two weeks of voluntary work, where I collaborated successfully with fellow students to raise funding for and refurbish Northamptonshire Country Centre: This is an essential hub for a local charity that provides opportunities and experiences for disabled people. After several years training, I have achieved a second-Dan Black belt in TISKA Karate.

References available on request.