

# GUVVY ATWAL

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

[LinkedIn profile](#)

[Professional Portfolio](#)

Gameplay Design & Production Graduate, from the University of Staffordshire. Seeking new experiences and graduate opportunities. Completed an industrial year abroad in Japan, which enabled me to adapt to a new culture, communicate with 2<sup>nd</sup> language learners and foster an international community. I hope to continue pushing the envelope of creativity and collaboration within respective roles of game design and production. Hobbies include Karate, skateboarding and studying Japanese.

## EXPERIENCE:

---

**01-2025-01-2025**

### **Producer & Level Designer for Nautical Nonsense- Global Game Jam 2025**

Collaborated with a team of 8, in 2 days to create Nautical Nonsense- a whimsical, underwater FPS. Responsible for organising sprints and team meetings. Documented game mechanics & designed a level, by following an iterative design process: 2d layout, blockout, testing viability and set dressing.

**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.

**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.

## EDUCATION:

---

**09-2021- 05-2025**

### **BSc Computer Gameplay Design & Production- Staffordshire University:**

Some examples of modules include:

- **Rapid Games Design (100%)**- Collaborated with 6 students to produce a 3V3 turn based RPG. As lead producer, my role included projecting timelines, team management, task allocation, scheduling meetings and organising documentation.
- **3D Games Design and Development (88%)**- Designed 2 levels in Unreal Engine 5 that displayed Blueprint Scripting, lighting, meshing, user interfaces and in-game cinematics.
- **Gameplay Applications (80%)**-Created a 2-4 player analogue board game. This required research into analogue game design, problem solving, balancing mechanics and iterating on playtesting feedback.

## SKILLS:

---

- **Strong documentation skills:**  
Can use **Microsoft Office & 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 & Trello** to track tasks from product backlog. In addition to organising sprints and team meetings.
- **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:**  
Performed dozens of presentations, experience in teaching 2<sup>nd</sup> language learners and have engaged in team meetings on **Microsoft Teams**.
- **Good interpersonal and listening ability:**  
Sometimes a sensitive approach is needed. By listening to someone on a 1:1 level or in a team setting. Usually results in a heightened sense of confidence and trust. Evidenced from experience mentoring students and running events.
- **Great team working skills:**  
Demonstrated great team-working ability, whilst producing a 3V3 turn-based RPG. By advocating for honest communication and compromise, resulted in more harmonious teamwork and improved team dynamics.
- **Superb video and sound editing skills:**  
Can edit videos or sound using **HitFilm Express** and **Audacity**. Created gameplay trailers, presentation pitches and promotional videos.
- **Efficient time management skills:**  
Able to meet project deadlines by **projecting timelines** through **Agile workflows** and at NEXT coordinated deliveries in a timely manner.

## ACHIEVEMENTS & AWARDS:

---

Competed in **Global Game Jam 2025** against 27 other teams. Was awarded the '**most organised**' award from the University of Staffordshire's Game Development Society, including my team's game winning '**Best game.**' In addition to completing **National Citizen Service**. Through 2 weeks of voluntary work, I raised funding and refurbished Northamptonshire Country Centre: An essential local charity that provides opportunities and experiences for disabled people. Furthermore, received a participatory certificate for engaging in the 6<sup>th</sup> **International Seminar of Budo Culture**. This seminar introduced 9 Japanese martial arts, Japanese etiquette and the history of Budo. After several years of training, I have achieved a **2<sup>nd</sup> Dan Black belt in Shotokan Karate**.

References available on request.