

# GUVVY ATWAL

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[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:

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**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.

## EDUCATION:

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**09-2021- 05-2025**

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

Some examples of modules include:

- **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.
- **Rapid Games Design (~70%)**- 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.
- **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:

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- **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.
- **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.
- **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.
- **Superb video and sound editing skills:**  
Can edit videos or sound using **HitFilm Express** and **Audacity**. Created gameplay trailers, presentation pitches and promotional videos.
- **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.
- **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**.
- **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.
- **Efficient time management skills:**  
Able to meet project deadlines by **projecting timelines** and at NEXT coordinated deliveries in a timely manner.

## ACHIEVEMENTS & AWARDS:

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Awarded the prestigious **Duke of Edinburgh Award** after an overnight trekking expedition and essential work in the local community. In addition to completing the government approved **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. I received a participatory certificate for engaging in the **6<sup>th</sup> International Seminar of Budo Culture**. This seminar introduced me to 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.