

KASHIF SHAIKH

[LEVEL/GAME DESIGNER](#)

I'm a **final-year Game Design** student who loves creating levels that feel natural to explore and rewarding to play. I focus on player flow, pacing, and using the environment to tell stories. Comfortable working in **Unreal** and **Unity**, and always open to feedback and iteration.

CONTACT:

✉ kashifshart786@gmail.com

📍 Nashik, Maharashtra

🌐 [Portfolio Website](#) [↗](#)

SKILLS:

Level Design Blockout Playtest

Puzzle Design World Building

Documentation C# Blueprints

SOFTWARE:

Unity Unreal Blender

Maya Substance Photoshop

Illustrator Figma Miro

SOFT SKILLS:

Teamwork Supportive Creative

Communication Fast Learner

Adaptable Problem-Solving

LANGUAGE:

Hindi English Marathi

GENRE INTERESTS:

Adventure Open World

FPS / Action Platformer

HOBBIES:

Gaming Motorbiking Hiking

PROJECTS:

ELEMENTAL NEXUS [↗](#)

Blender / Unreal Engine 5

Game Designer / Level Designer (Team Project)

- Designed open world snowy village level with narrative focus and exploration loops.
- Created gameplay flow, environmental storytelling, and elemental cave layout with documentation.
- Implemented blockouts, lighting, and traversal mechanics for player immersion.

FIRE GUY [↗](#)

Photoshop / Unity

Solo Developer

- Designed multiple 2D platforming levels focused on challenge and pacing.
- Implemented physics-based interactions and constraints for dynamic gameplay.
- Created game design documentation, custom assets, and UI elements.

RACING PROTOTYPE [↗](#)

Maya / Blender / UE 5

Solo Developer (3D Art & Level Design)

- Modeled, UV unwrapped, and textured a detailed sports car asset.
- Rigged and imported the car into Unreal Engine to create a drivable setup.
- Designed and built race tracks focusing on flow, turns, and driving feel.

GAME CHARACTER [↗](#)

Maya / Unity

Solo 3D Artist & Technical Designer

- Modeled, UV unwrapped, and textured a stylized low-poly character.
- Rigged the model and integrated Mixamo animations for gameplay testing.
- Imported into Unity and connected with a character controller for player movement.

EDUCATION:

- Game Design (AR/VR) Course, Arena Animation (2023 – 2025)
- B.Sc. Computer Science, Savitribai Phule Pune University (2023 – Present)