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

🌐 mywebsite.com ⧉

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 semi-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)