SHASHANK ILAPAKURTHI

Level Designer

CONTACT

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Expertise

- Level Design
- Modelling

About me

As a Level Designer with over four years of training in the gaming industry, I have honed my skills in creating immersive and engaging game environments. My expertise lies in utilizing industry-standard tools such as Unreal Engine and Blender to bring my designs to life. With a strong background in 3D modeling, texturing, and lighting, I am confident in my ability to collaborate with cross-functional teams to deliver high-quality game experiences. My passion for gaming and commitment to staying up-to-date with the latest trends and technologies make me an asset to any development team. My goal is to make 3D environments interiors & exterior, making props & placement in level design.

Education

IACG MULTIMEDIA

Bachelor of arts (BA) in game design 2019 - 2023

LITTLE FLOWER JUNIOR COLLEGE

Intermediate in accounts, economics and commerce 2017 - 2019

Skills Summary

Autodesk Maya

Unreal Engine

Zbrush

Adobe Photoshop

Adobe After Effects

Adobe Premiere pro

Adobe illustrator

Unity