

NIK IRFAN

aka Mr. Avocado

Game Level Designer

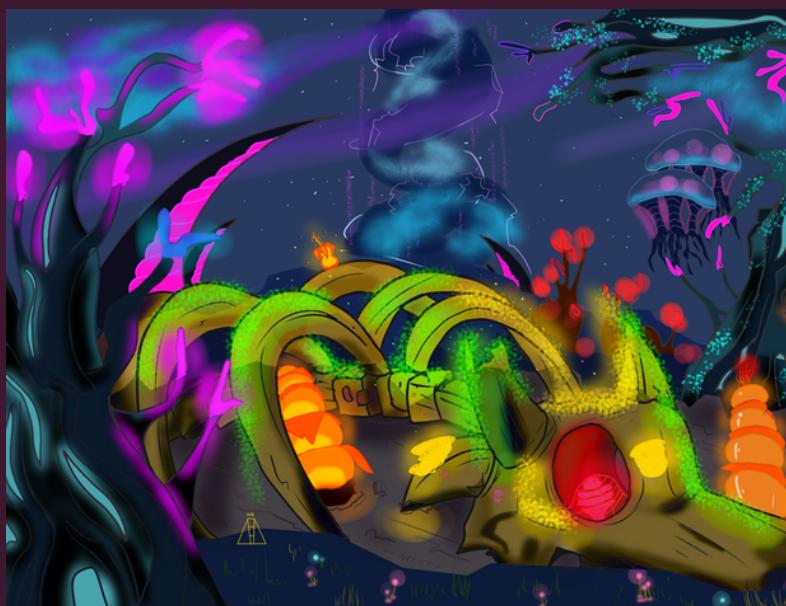
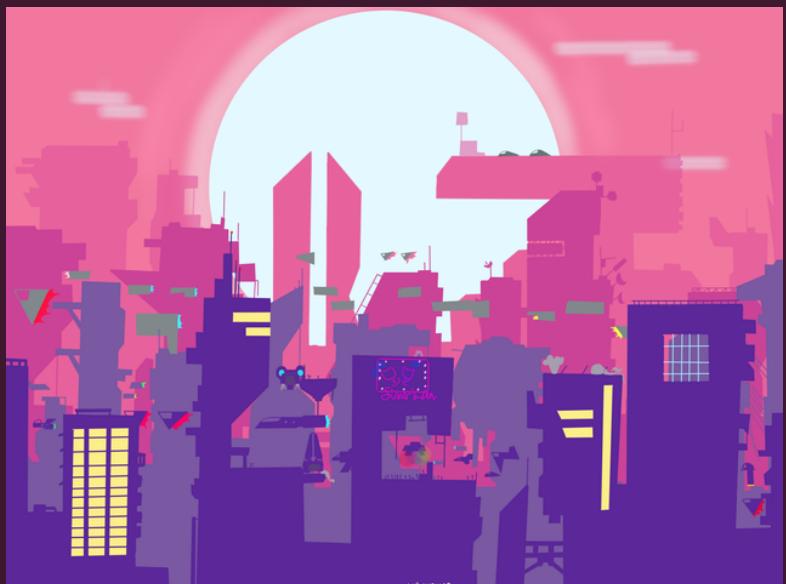


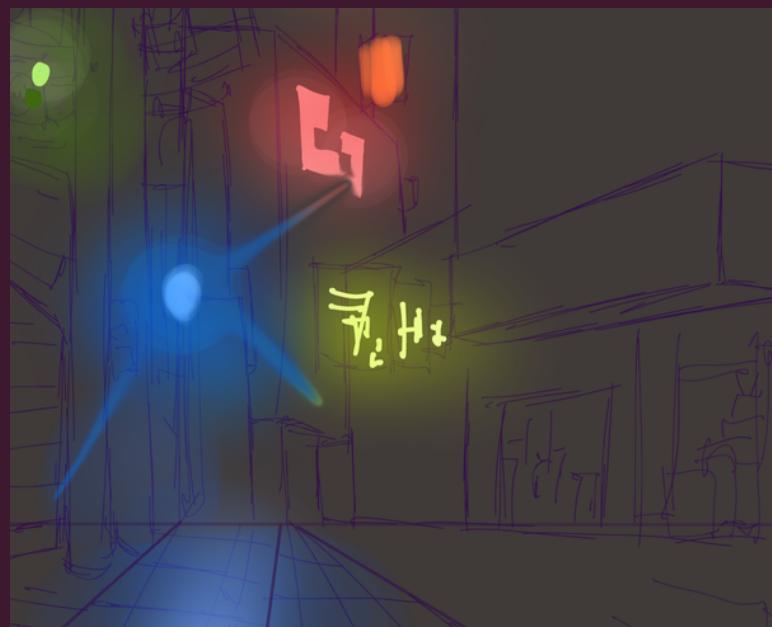
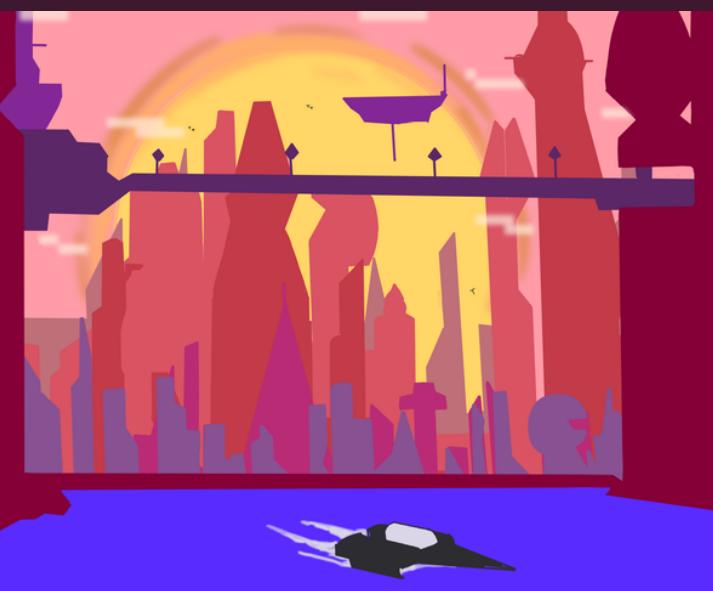
Talented, versatile, and out-of-the-box game level designer with seven years of experience. Knowledgeable in using all game development and sketching software platforms and experienced in advanced color theory.



PERSONAL PROJECT

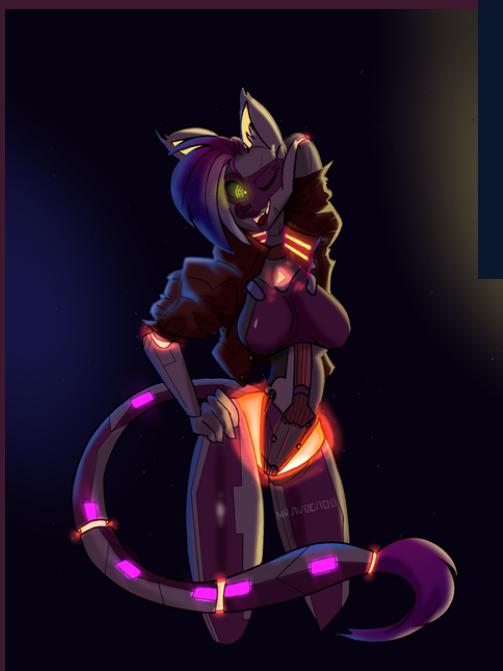
ENVIRONMENT CONCEPTS





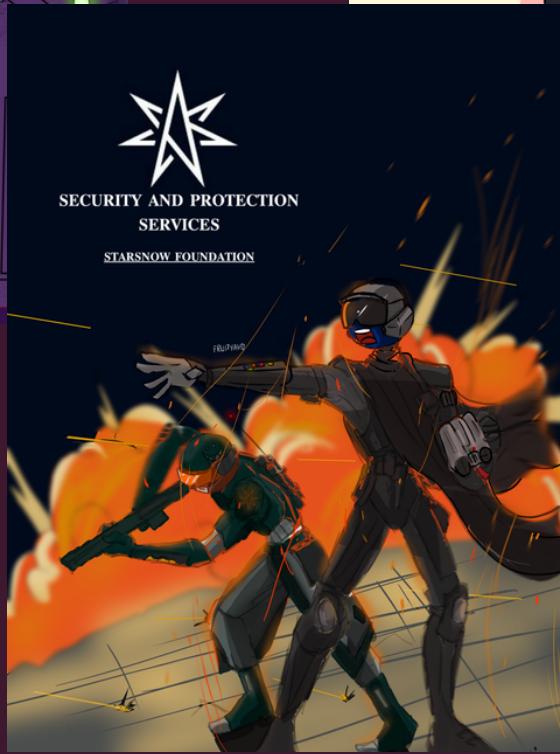
PERSONAL PROJECT

CHARACTER ILLUSTRATIONS



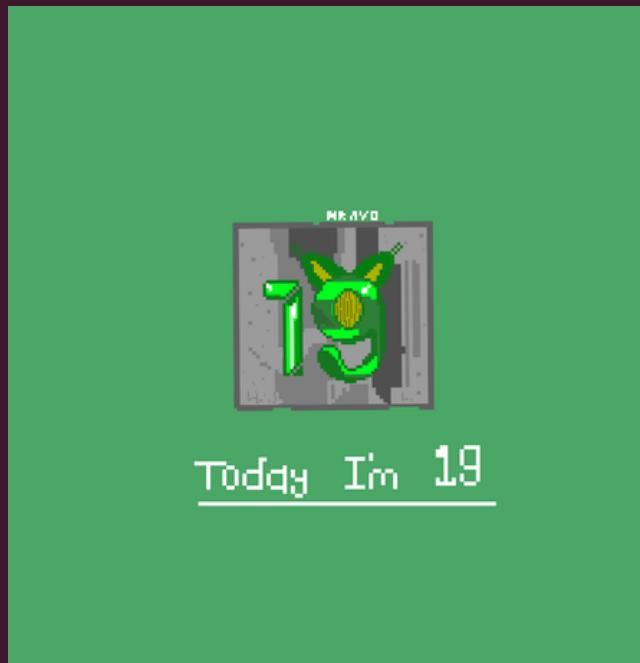
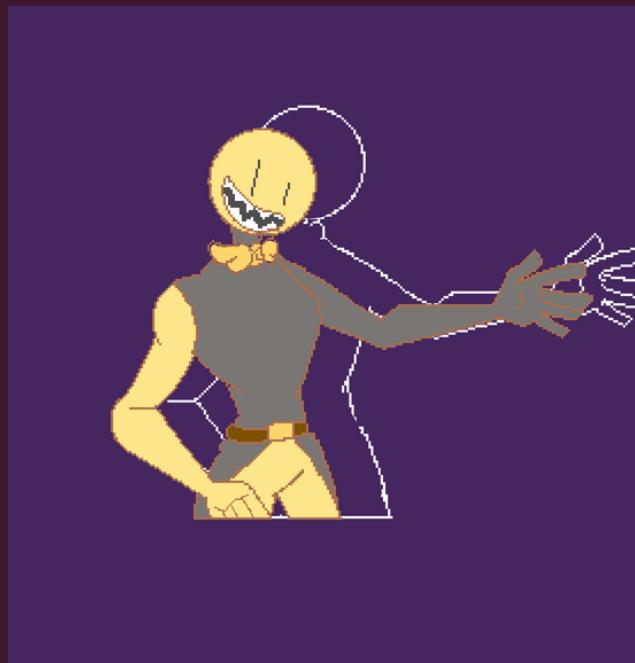
PERSONAL PROJECT

STORY TELLING



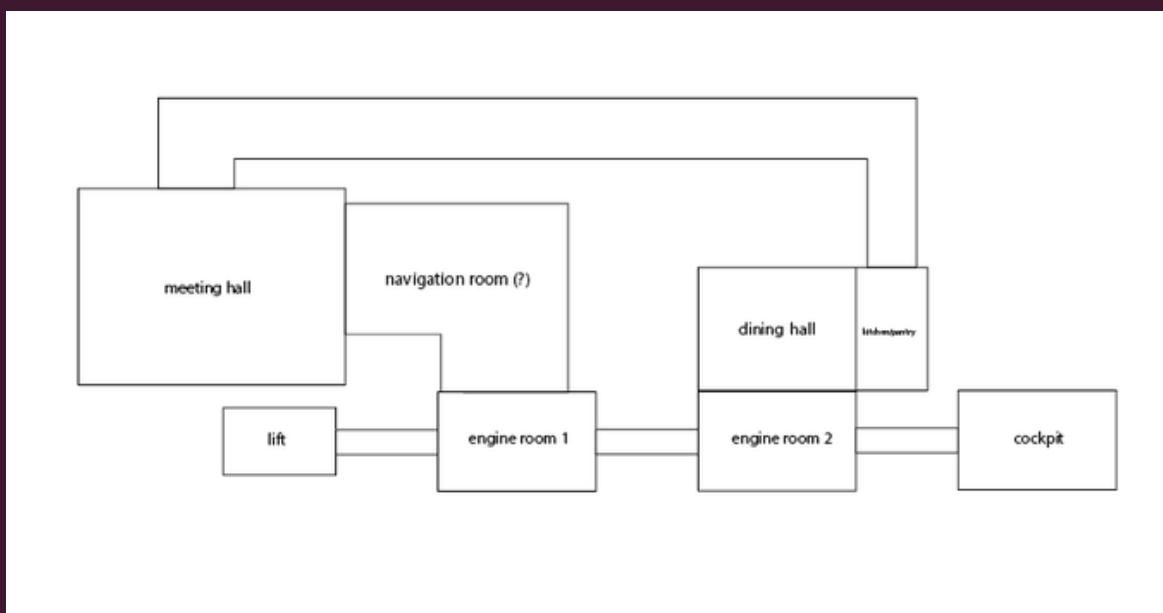
PERSONAL PROJECT

PIXEL ARTS



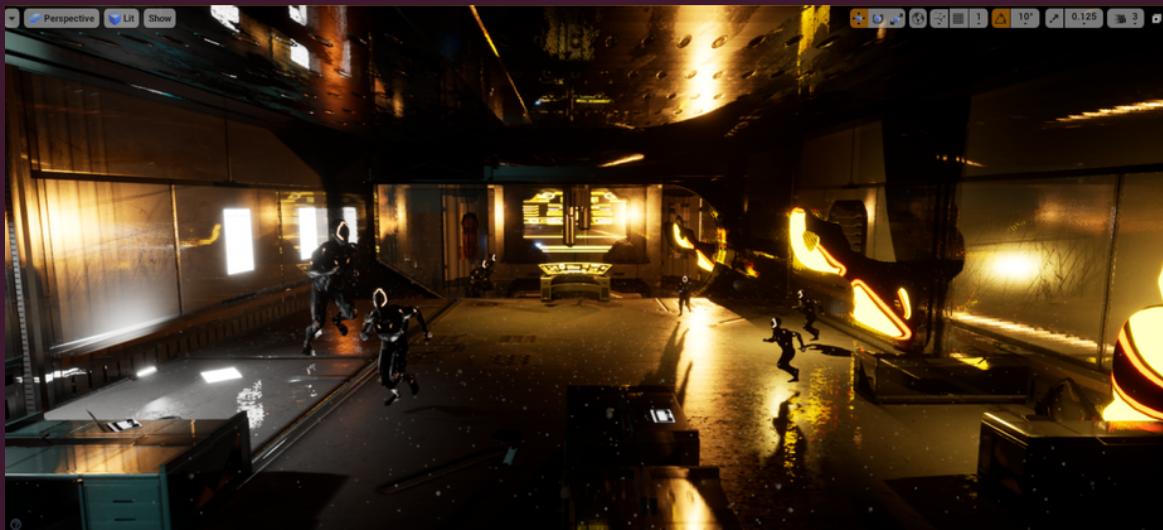
GROUP PROJECT

UNREAL ENGINE



PERSONAL PROJECT

UNREAL ENGINE



CONTACT



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