RUSHIL MALIK

LEVEL DESIGNER

CONTACT

✉ malikrushil@gmail.com

in https://www.linkedin.com/in/rushil-malik-2328a7131/

EDUCATION

2019 – 2022
FX SCHOOL

- Game Design and Development

2016 – 2019
THAKUR COLLEGE OF SCIENCE AND COMMERCE

- Bachelor of Computer Science

TECHNICAL SKILLS

- Unity
- Unreal Engine
- Photoshop
- Blender
- Premier Pro

PORTFOLIO

- https://drive.google.com/drive/folders/1SapjfcmS3XPskBmBJxoSRh6hKEnYlojJ?usp=sharing

LANGUAGES

- English (Fluent)
- Hindi (Fluent)

REFERENCE

Rahul Gidwani

Origami Game Studios / CEO

Phone: +91-9082061909
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PROFILE

Creative and detail-oriented Level Designer with a passion for crafting immersive worlds and engaging gameplay. Skilled in level layout, world-building, UI/UX, and game mechanics, I thrive on balancing player flow, pacing, and storytelling. With hands-on experience in Unity, Unreal Engine, and Blender, I bring both technical expertise and artistic vision to game development. Always eager to innovate and push the boundaries of interactive design, I strive to create compelling and memorable experiences.

PROFESSIONAL EXPERIENCE

Origami Games Studio   2020 - PRESENT
Level Designer

- Designed and developed engaging game levels, ensuring optimal player flow, pacing, and balance.
- Created immersive environments through strategic use of lighting, materials, and VFX.
- Crafted intuitive UI/UX designs to enhance player experience and accessibility.
- Optimized level layouts for gameplay mechanics, performance, and storytelling.
- Implemented post-processing effects and shaders to enhance visuals.
- Conducted playtesting and iterated on designs based on feedback and analytics.

PROJECTS

Origami Games Studio
Level Designer, UI/UX, VFX

- Worked on many android games in different genres such as Hyper-casual, Horror, Multi-player, AI, etc.

  Floors of Fear - https://www.youtube.com/watch?v=Cp4jq_tgd-o

FX School

- **The Collapse of Mankind** - Developed a 3rd person zombie shooter game. Link - https://www.youtube.com/watch?v=Xyu41cCs-2g

Thakur College of Science and Commerce

- **AR Space Strike** - Developed a Unity-based game that utilizes the phone's camera and gyroscope for an interactive experience. Players aim and shoot enemy spaceships by tapping on the screen.

- **Student Information Management System** - A web based project having all the information about any student in a college.