NARSHARDUL BHOPI

GAME DESIGNER

ABOUT ME

I'm Shardul, a Game Designer passionate about creating engaging gameplay experiences that captivate and challenge players. My expertise spans designing levels, mechanics, and systems that support compelling narratives and immersive worlds. Inspired by video games, I continuously refine my design approach to craft interactive experiences that are fun, balanced, and player-centric.

SKILLS

- Level Design
- Gameplay Systems Design
- User Experience (UX) Design
- Game Engines
- Documentation

TECHNICAL SKILLS

- Unity,
- Unreal Engine
- Figma
- Adobe photoshop,
- Autodesk Maya
- Zbrush

LANGUAGE

English
Hindi
Marathi

CONTACT ME

Email: narshardulbhopi@gmailcom
Phone:7798397931

EDUCATION

JAIN (Deemed-to-be University) School of Design, Media, and Creative Arts

Bachelor of Arts

Shree Mahant Ramgiri Baba Jr Collage

Higher Secondary Education

PROJECTS

🔗 **Level Design**

- Beginner-friendly level teaching exploration, platforming, and combat.
- Balanced mix of offense, defense, and problem-solving gameplay.
- Here is the LDD for this level. (**beginner level**)

🔗 **Environment Design**

- A majestic temple rises from a lotus-filled lake.
- Towering pillars and sacred chambers glow with ethereal light.

🔗 **Apartment game 2D map**

- I designed a floor layout by thoroughly understanding the level's objective and gameplay requirements.
- I worked on designing critical paths, exploration areas, and alternative routes to enhance gameplay variety and player engagement.

🔗 **Agent X – Hybrid Casual Detective Game**

- I designed clean 2D UI screens for mobile, like menus and clue layouts.
- I kept the art style flat and mobile-friendly for better clarity.
- View project presentation: (**Agent X**)