Akshat Jerath

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Profile

Innovative and empathetic game and level designer, with a strong passion for creating captivating levels in third-person shooter and puzzle games. Recently graduated with a BSc (Hons) in Computer Games Design from Staffordshire University. Experienced in developing virtual reality (VR), I strive to push the boundaries of game design to deliver immersive and engaging gaming experiences. I currently hold a U.K work visa that is valid till 2025.

Skills

- Unreal engine
- Photoshop
- Audacity
- Magic Voxel

- Unity
- Twine
- 3ds Max
- Substance Painter

- Creative
- Self-motivated
- Team working
- Enthusiastic

Education

Staffordshire University (2020-2023)

- Experience prototyping or implementing features using text-based or visual tools (for example, unity, unreal or similar).
- Critically appraise other games and produce competent judgements of the possible strength and weaknesses of their narrative.
- Demonstrate knowledge and understanding of 3D modelling techniques and bug tracking.
- An innovative, empathetic, and collaborative spirit. Also worked with different Project management tools like (Jira,Confluence.)
- Creation, implementation and balancing of maps, from first block-outs to fully playablelevels.

Projects

- Prison Escape (Solo Developer) - Created a captivating third person shooting game with multiple game modes. In the story mode, players undertake a challenging lab escape, utilizing two characters with unique abilities. Implemented player versus player mode for thrilling head-to-head battles. Designed a tower defense mode, requiring strategic collaboration to defend against AI enemies and protect the tower. Demonstrated strong game design and programming skills, delivering immersive gameplay experiences.
- Peril (Level Designer) - Contributed as the level designer for a first-person shooting game called Peril. Assigned with the task of designing a complete level from inception to completion within a given framework. Created an immersive and enjoyable gameplay experience, incorporating strategic elements and engaging challenges. Demonstrated strong level design skills, enhancing the overall player experience in the game.
- Escape the Lab (Group Project, Game Designer, Level Designer, and VFX Artist) - Collaborated on a split-screen first-person shooting game. Played a key role as a senior designer in an 18-member team. Designed captivating visual effects (VFX) and power-ups to enhance immersion. Crafted optimized maze layout. Collaborated with fellow designers to conceptualize and refine puzzles. Successfully coordinated gameplay mechanics and level progression, creating a challenging and rewarding experience.
- Dungeon Explorer (Solo Developer) - Designed and developed a compelling dungeon game, blending intricate puzzles with strategic evasion mechanics. Crafted immersive levels where players solve puzzles and utilize hiding to evade enemies. Created tense atmosphere through careful level design and audiovisual elements. Demonstrated strong game design skills, delivering engaging gameplay that challenges problem-solving and stealth abilities.

K.J Somaiya HSC (2018-2020)

Interests

- Playing video games
- Reading books
- Cooking

- Travelling
- Driving
- Photography

Social Work

- Organized fundraising campaigns to collect funds for orphanage kids, demonstrating effective communication and organizational skills.
- Initiated and coordinated donation drives for old age homes, displaying compassion and a commitment to improving the lives of the elderly.
- Volunteered in distributing food to individuals experiencing homelessness, showcasing empathy and an understanding of community needs.
- Led efforts in collecting and distributing donated clothing to people in need, exhibiting resourcefulness and a proactive approach to social issues.