

Akshat Jerath

Professional Profile

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Enthusiastic recent graduate with a passion for game design, skilled in mechanics, storytelling, and diverse design tools. Focused on understanding player motivations, I excel in crafting immersive experiences. Proficient in collaborative design processes, I am eager to contribute creative solutions to a dynamic game development team.

Areas of Expertise

- ◆ Unreal Engine 5 and 4.26
- ◆ Prototyping
- ◆ Level Designing
- ◆ Player Engagement
- ◆ Balancing and Pacing
- ◆ Photoshop
- ◆ Team-Leader
- ◆ Communication
- ◆ Punctuality

Professional Experience

Infinity 27

2 Weeks of 07/2023

Game Designer (<https://www.akshatjerath.com/pages/Samsara.html>)

- ◆ Coordinated the quest design and developed NPC dialogues for "Samsara."
- ◆ Defined and executed level blockouts to ensure game consistency and flow.
- ◆ Collaborated in an agile framework by expertly using SCRUM methodologies.
- ◆ Mastered version control with Perforce for streamlined game development.
- ◆ Played an integral role in a team-focused environment for the timely completion of project.
- ◆ Elevated game elements for leading to improved player experiences.

Project Experience

Dungeon Explorer

30 Weeks 10/2022 - 05/2023

Solo Developer (<https://www.akshatjerath.com/pages/FYP.html>)

- ◆ Conceived and executed an engaging dungeon game with integrated strategic mechanics.
- ◆ Incorporated stealth evasion techniques by enhancing gameplay dynamics.
- ◆ Researched and designed various levels that rigorously test problem-solving skills.
- ◆ Delivered an immersive and captivating player experience through strategic-level design.

Escape The Lab

6 Weeks 01/2023 – 02/2023

Group Project - Game Designer, Level Designer, and VFX Artist

(<https://www.akshatjerath.com/pages/Collab2.html>)

- ◆ Collaborated as a Game Designer, Level Designer, and VFX Artist in a split-screen first-person shooting game.
- ◆ Designed captivating visual effects, optimized maze layout, and conceptualized puzzles.
- ◆ Successfully coordinated gameplay mechanics and level progression, resulting in a challenging and rewarding player experience.

Education & Credentials

BSc (Hons) Computer Game Design: *Staffordshire University, 2023*

Key modules: Advanced 3D Game Engines & Scripting (60%); 3D Games Design & Development (51%); Senior collaborative Games Development & Testing (71%); Rapid Games Prototyping (90%);

Employment/ Work Experience & Volunteering

10/23-11/23	Alton Towers- Resort Host <ul style="list-style-type: none">• Worked collaboratively with talented team members.• Successfully navigated a fast-paced environment.• Demonstrated adaptability and cool-headed problem-solving.
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Interests:

During my leisure, I relish quality time with friends and family, embark on scenic drives, and delve into online research on history and mythologies—a personal passion close to my heart. I channel my creativity through gaming, meticulously dissecting game mechanics and contemplating alternative scenarios. Books serve as a wellspring of innovative ideas for my design endeavors. When seeking a mental rejuvenation, I turn to the soothing rhythm of music. Since my youth, classics like Crazy Taxi, GTA San Andreas, and Road Rash have been constants, fostering an enduring and creatively stimulating gaming experience.

Other Certification:

Game Design: Art and Concepts Specialization- California Institute of the Arts (Online Coursera)

3d Models for Virtual Reality - University of London (Online Coursera)

Unreal Engine Open World Landscapes- Udemy (Online Coursera)

References: Available on request.