Akshat Jerath

Game Designer

Innovative and empathetic Game 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. U.K work visa valid until 2025.

skullcandy899@gmail.com ✉

07502076249 📱

Stoke on trent, United Kingdom 📍

www.akshatjerath.com/ 🗔

linkedin.com/in/akshat-jerath 🔗

EDUCATION

BSc(Hons) Computer Game Design
Staffordshire University

09/2020 - 07/2023

Courses

- Developed prototyping and implementation skills using tools like Unity and Unreal Engine.

- Proficient in 3D modeling techniques and bug tracking.

- Created, implemented, and balanced maps from initial block-outs to fully playable levels.

- Evaluated and critically appraised games, identifying strengths and weaknesses in their narratives.

- Collaborated with project management tools like Jira and Confluence.

Accounting
K.J Somaiya (HSC)

09/2018 - 06/2020

SKILLS

Unreal Engine · Unity · Prototyping skills · Balancing and Pacing · Game design principles · Critical thinking · Testing processes · Narrative design · Level design · Visual design · Collaboration skills

PERSONAL PROJECTS

Dungeon Explorer (Solo Developer)
- Designed and developed a compelling dungeon game, blending intricate puzzles with strategic evasion mechanics.
- Crafted immersive levels that challenged problem-solving and stealth abilities, delivering engaging gameplay.
- Link to project 🔗

Escape the Lab (Group Project - Game Designer, Level Designer, and VFX Artist)
- Collaborated in a split-screen first-person shooting game as a senior designer.
- Designed captivating visual effects (VFX) and power-ups, optimized maze layout, and conceptualized puzzles.
- Successfully coordinated gameplay mechanics and level progression, creating a challenging and rewarding experience.
- Link to project 🔗

• Prison Escape (Solo Developer)
- Created a captivating third-person shooting game with multiple modes.
- Demonstrated strong game design and programming skills for immersive gameplay.
- Designed a challenging story mode with unique character abilities for a lab escape.
- Implemented exciting player versus player battles.
- Developed a strategic tower defense mode against AI enemies.
- Link to project 🔗

INTERESTS

Playing Video Games · Reading Books · Cooking · Traveling · Driving · Photography