Akshat Jerath

Game Designer

Innovative and empathetic Game designer with a strong passion for creating captivating levels in third-person shooter and puzzle games. I strive to push the boundaries of game design to deliver immersive and engaging gaming experiences. U.K work visa valid until 2025.

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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

WORK EXPERIENCE

Game Designer
Infinity 27

07/2023 - 07/2023   *Gateshead*

Achievements/Tasks

- Created a quest, level blockout and npc dialogue for their game samsara.
- Agile game development with SCRUM , Version Control with Perforce.
- Worked with a team.

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