Akshat Jerath

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Profile

I am an innovative and empathetic level designer currently studying the final year of BSc (Hons) Computer Games Design at Staffordshire University. I have a particular interest in creating levels for third person shooter and puzzle games and have experience developing for VR.

Skills

- Unreal engine
- Photoshop
- Audacity
- Magic Voxel
- Unity
- Twine
- 3ds Max
- Substance Painter
- Creative
- Self-motivated
- Team working

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 (Jira, Confluence.)
- Own the creation, implementation and balancing of those maps, from first block-outs to fully playable levels.

K.J Somaiya HSC (2018-2020)

Hobbies

- Playing video games
- Reading books
- Cooking
- Travelling

Social Work

- Collecting funds for orphanage kids.
- Collecting funds for Old age homes.
- Giving out food to people who were on the streets.
- Collecting old clothes from people and giving out to people on streets.