

Akshat Jerath

Portfolio: Akshat Jerath ([Akshatjerath.com](https://www.akshatjerath.com)) | LinkedIn: [Akshat Jerath | LinkedIn](#)
akshatjerath@gmail.com | Valid Post Study Work Visa Till 2025

Profile

Enthusiastic and skilled Game Designer with a passion for crafting immersive experiences. Proven ability to design engaging mechanics, compelling narratives, and well-balanced levels using Unreal Engine. Adept at collaboration and communication in a team environment. Seeking an opportunity to contribute creative solutions and expertise to a dynamic game development team.

Skills

- Unreal Engine
- Level Designing
- Prototyping
- Balancing & Pacing
- Project Management
- Agile methodologies (SCRUM)
- Teamwork
- Communication
- Adaptable

Job Description

Infinty27 (2 Weeks) - Samsara (Unreal Engine 5) Game Designer (<https://www.akshatjerath.com/pages/Samsara.html>)

Participate in a design bootcamp. Contributed to the immersive world of "Samsara" by coordinating quest design, crafting engaging NPC dialogues, and defining level blockouts for seamless gameplay flow. Utilized Agile methodologies (SCRUM) and mastered Perforce version control to streamline development within a collaborative team environment. This ensured timely project completion and ultimately elevated the player experience.

Learning Outcomes: **Communication skills, Level Design, Quest Design, Perforce, Quality Assurance, Hansoft.**

Education

Staffordshire University

BSc (Hons) Computer Games Design 2020 – 2023

- Advanced 3D Game Engines & Scripting (Unreal Engine 4):** Focused on scripting using Blueprint, covering syntax, entity creation, and advanced data handling.
- 3D Games Design and Development:** Prepared students for game design with topics like high concept documentation, level design, game mechanics, and iterative development.
- Introduction to Narratology:** Examined the role and construction of narratives in computer games, studying interactive storytelling and narrative importance in different genres.
- Rapid Games Prototyping:** Taught embedded scripting languages in game engines for immersive gameplay, emphasizing rapid prototyping, graphics manipulation, and AI basics.
- Advanced Level Design:** Covered core principles for creating fun game levels, focusing on playtesting, applying Level Design concepts, and showcasing levels.
- Collaborative Games Development and Testing:** Involved students working in lead or senior roles within a simulated game studio, emphasizing teamwork, critical reflection, problem-solving, and leadership skills.

Projects

Crafted a First-Person Stealth Platformer: "Dungeon Explorer" in Unreal Engine 5

(<https://akshatjerath.com/pages/FYP.html>) Learning Outcomes: **Level Design, Quest Design, Gameplay Mechanics, Quality Assurance, Materials.**

- 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.

Group Project (18 members) First-Person Split screen shooter: "Escape the Lab" in Unreal Engine 5

(<https://akshatjerath.com/pages/Collab2.html>) Learning Outcomes: **Level Design, Gameplay Mechanics, Quality Assurance, Materials, VFX, Teamwork, Jira.**

- 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.

Extra-Curricular & Certifications

Electronic Arts Product Management Job Simulation on Forage - April 2024

- **Completed a job simulation where I developed a solid understanding of different KPIs, and selected the most appropriate KPIs for measuring and assessing specific business problems related to a strategy RPG mobile game.**
- **Demonstrated my knowledge of key performance indicators within the video game industry.**
- **Broke down tasks for creating a data-driven video game presentation.**

Learning Outcomes: Problem Solving, Project Planning, Performance metrics, Critical thinking.

Game Design: Art and Concepts Specialization from California Institute of the Arts on Coursera - May 2020

- **Defined what makes a game and explored mechanics, level design, and storytelling.**
- **Analysed how stories drive gameplay in various titles.**
- **Learned to design immersive worlds that influence gameplay.**
- **Explored approaches to creating successful video game characters.**
- **Mastered creating a Game Design Document (GDD) to communicate game concepts.**

Learning Outcomes: Game Design, World Design, Character Design, Narrative Design.