

Akshat Jerath

Stoke on Trent- ST14NE

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Profile

A second year BSc (Hons) Computer Games Design student with hands on experience of Unreal and Unity. I have also worked on a VR project, few Twine projects. I had made 2-3 tabletop games and 1 Game design document before I joined the university. Non-Linear gameplay is my area of expertise.

Skills

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

Education

Staffordshire University

BSc (Hons) Computer Games Design

Year 2

- Worked on Unreal projects.
- Made a 3d marble game.
- Made a 2d space shooter with 3 levels.
- Made a level for a top-down shooter in Unreal.
- Made 2 prototypes with a team.

Year 1

- Learned basics of Unreal and made few levels for games.
- Made a scene in 3ds max with various assets.
- Made a Twine game.
- Made a 3d shooter level in unreal.

PG Garodia

ICSE 2008-2018

K.J Somaiya

HSC 2018-2020

Hobbies

Playing Games

Reading Book

Travelling

Cooking

References Available upon request