Akshat Jerath

Stoke on Trent- ST14NE

Portfolio: <http://www.akshatjerath.com/>| LinkedIn: <http://www.linkedin.com/in/akshat-jerath>

07502076249 | [akshatjeratth@gmail.com](mailto:akshatjeratth@gmail.com)

# 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

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| 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**