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PAVAN REHAL

Senior Level Designer with over a decade of experience creating engaging and exciting level content in Unreal Engine. Proven expertise shipping high-profile content across AAA titles, with a specialty in traversal mechanics, combat design, and worldbuilding. Adept at shaping narrative-driven encounters and gameplay systems in both single-player and multiplayer spaces. Experienced in environmental storytelling and cross-discipline collaboration.

KEY SKILLS

Unreal Engine | Level Design | Blueprints & Scripting | Perforce | Jira | Maya | Unity | GML | ActionScript |
Combat & Encounter Design | Traversal Design | Documentation | Cross-Disciplinary Collaboration

PROFESSIONAL EXPERIENCE

Senior Level Designer/ Designer 3 - SkyBox Labs

Destiny 2: The Final Shape Expansion

Jan 2023 – Nov 2023

- Designed and implemented new objectives and encounters for replayable missions including "Inverted Spire" and "Exodus Crash."
- Ported legacy missions to new servers, rebalancing enemy placement and encounter pacing for modern co-op standards.
- Tuned traversal and combat flow in Strike and Battleground-style content.
- Integrated narrative beats and scripting in a live-service environment, collaborating closely with Bungie stakeholders.

NPD Project: Willingdon

Dec 2023 – March 2025

- Sole Level Designer on a third-person action game prototype.
- Created a playable mission vertical slice and an additional playable demo.
- Developed narrative premise and world concept that informed the broader project pitch.
- Designed all traversal metrics and authored environmental obstacles to test gameplay movement systems.
- Led ideation on core gameplay mechanics, including enemy design and systemic level structure.
- Responsible for design documentation and pitch support materials.

NPD Project: Sparkle

April 2025 – Present

- Sole Level Designer on an early-stage third-person survival action shooter in Unreal Engine 5.
- Designing all level content for online squad-based co-op gameplay.
- Creating new traversal systems and level-based core mechanics to support open-ended tactical play.
- Iterating level progression, encounter flow, and spatial metrics to support scalability and replayability.

Senior Level Designer - Piranha Games Inc.**MechWarrior 5: Mercenaries****June 2019 – Dec 2022**

- Designed all side missions in the base game and 9+ main narrative missions across multiple DLCs.
- Balanced combat pacing, navigation routes, and arena layouts for mech-scale combat.
- Audited all procedural map tiles for gameplay fidelity and placement accuracy.
- Mentored junior designers and supported narrative and gameplay integration across mission scripting and layout.

Untitled Open-World Co-operative Shooter**Sept 2020 – August 2021**

- Sole Level Designer for the duration of the prototype.
- Created an open-world map with 3 major boss arenas and scalable combat routes.
- Built modular gym spaces for internal system and AI testing.
- Supported a junior designer through post-prototype development iterations.

Project Evil - Evil vs Evil**Nov 2021 – Sept 2022**

- Designed 4 story-driven missions in a proprietary engine alongside an international partner studio.
- Reported directly to stakeholders, coordinating across art, narrative, and gameplay teams.
- Pitched and developed final gameplay beats and mission layouts from paper to implementation.

Level Designer - Capcom Vancouver**Cancelled Dead Rising Project****January 2016 – September 2018**

- Greyboxed combat and traversal-heavy levels with emphasis on encounter pacing and visual readability.
- Designed mission scripting logic and interactive sequences for high-intensity boss encounters.
- Authored spatial metrics for systemic encounter zones and crowd flow.
- Created gym spaces for AI testing and traversal mechanics.
- Collaborated across departments to maintain scope and coherence in level delivery.

Game Designer - Quicklime Studios/Electronic Arts**July 2012 – May 2013****Need For Speed: World**

- Created and tuned drag race tracks using proprietary CanEdit tools.
- Balanced vehicle handling, traffic layouts, and progression pacing.
- Developed level design documentation and performed QA passes on all track content.

Game Designer – Internship**Genius Factor Games Inc., North Vancouver, B.C.****March 2012 – May 2012****EDUCATION****Graphic Art and Game Design****Art Institute of Vancouver, B.C.****Graduated March 2012**

- Created levels using Unreal Editor and Kismet.
- Developed prototypes using GameMaker, Flash, and ActionScript.
- Designed puzzles and 3D levels in Unity.
- Edited trailers and created in-game audio using Final Cut, Premiere, FMOD, and Avid.