Shivam Rawal

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(973)-572-9723

Skills

Scripting/Programming: C#, C++, Java, Actionscript 3.0, Mel   *Familiar with:* Javascript, HTML5, Objective-C
Software: Visual Studio 2013 & 2012, Maya 2015, Photoshop CS5, Xcode 5
Engines: Unity 4.0, Unreal Development Kit 3   *Familiar with:* Unreal Engine 4.3, Cryengine 3.5

Selected Projects

Onaris Arcis (January 2014 – Present), Team of 3   **Level Designer**
- Designed and blocked out the outdoor part of the level and the second floor of the indoor part of the level.
- Developing a level in Unreal Engine 4 for review by an online community
- The idea was to create a level driven by curiosity. This meant careful placement of lights, objects of interest, and sounds in order to "guide" the player through the level.

Spectral Robot Task Force (January 2014 – December 2014), Team of 14   **Level Designer**
- Paper prototype levels in Photoshop and then block them out using assets in Maya for implementation into game.
- Helped with certain design decisions dealing with balancing combat. Focused on shifting combat all around the map instead of a single area by strategically placing spawn points.
- Asynchronous multiplayer RPG strategy game with a humorous setting like Robots vs. Werewolves.

QuickSilver (October 2013 –December 2013), Team of 6   **Level Designer**
- Primarily created a block out of the level in Maya then used environmental assets to create final version in Unity after design was approved by the rest of the team. Focused on fluid movement from one area of level to another.
- Game of tag with parkour elements made in Unity.

Four Guns (March-May 2012), Team of 6   **Programmer/Level Designer**
- Created level editor in C# with XNA to work with Windows Forms to accelerate workflow for making levels.
- Cooperative, top-down shooter created using C# with XNA.

Experience

The Strong National Museum of Play, Rochester, NY

ICHEG Digital Game and Media Preservation Intern (February 2015- Present):
- Test, play, and capture video of computer, console, arcade, and dedicated handheld electronic games.
- Focus on analyzing the game to isolate core gameplay mechanics and game design that define that game, then locate and capture video that emphasizes as many as possible.

Passaic Board of Education, Passaic, NJ

Technician (May 2013 – December 2014):
- Inventoried and configured Chromebooks for One-to-One district initiative.
- Programmed scripts to help with tasks such as help tickets for the IT department.
- Assisted teachers and other faculty with technical problems and learning software.
- Worked on major project where I had to learn and use a new redistricting program and then teach it to the rest of the technicians.

App Developer and Technician (May 2012-August 2012):
- Helped lay foundation for an app to allow district students access to textbooks online on Chromebooks.
- Assisted with instructing teachers how to use new software and hardware.

Education

Rochester Institute of Technology, Rochester, NY   Expected May 2015
Bachelor of Science in Game Design and Development
Concentration in Japanese

Activities

Global Game Jam 2013
- Worked in a group of three to submit a game based on the heartbeat theme for that year.
- Focused on level design and sound for the team for a 2D platformer.