Shivam Rawal

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Skills

Scripting/Programming: C#, C++ 11, Java, Actionscript 3.0, Mel
    Familiar with: Javascript, HTML5, Objective-C
Software: Visual Studio 2013 & 2012, Maya 2015, Photoshop CS5, Xcode
Engines: Unity 4.0, Unreal Development Kit 3
    Familiar with: Unreal Engine 4.3, Cryengine 3.5

Selected Projects

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 balancing combat. Focused on moving combat all around the map instead of a single area.
- Asynchronous multiplayer RPG strategy game with a humorous setting.

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
- Idea was to create a level driven by curiosity. This meant careful placement of lights, objects of interest, and sounds.

QuickSilver (October –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 block out 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

Gridlock (January-May 2013), Team of 6   **Level Designer**
- Used programs Tiled and TexturePacker to create tile sheets and create maps using them.
- Online multiplayer isometric shooter made in Unity

Experience

Passaic Board of Education, Passaic, NJ

Technician (May 2013 – Present) location:
- 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
- Submitted a game based on the heartbeat theme for that year

Organizations

Kappa Delta Rho Fall 2012 - Present
- Scholarship Chair (October-December 2013)