

# Veerdhawal Khanvilkar

Pune, India

<http://www.veerdhawal.com>

**Game & Level Designer**

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## Skills

### Game Design

- Rational Game Design
- F2P Game Design
- Rational Level Design, AI Encounter Design  
Pacing, Staging and Scripting, Technical Design
- Game System Design and Balance,  
Progression Design
- UX Design

### Programming

- OOPS, System Design
- C/C++
- JavaScript
- Unreal Engine 4 Blueprints

### Level Editors

- Unity - Experienced
- Unreal Engine 4 - Beginner
- CryEngine Editor - Beginner
- Hammer Editor - Beginner

### Tools

- Adobe Photoshop
- Microsoft Office & Visio
- 3D Studio Max, SketchUp
- Amplitude, Leanplum, Flurry
- Perforce, SVN, JIRA, Visual Studio

## Experience

**June Software**, Pune, India (October 2014 – present)

**Game Designer**

- **Tower Conquest** (iOS and Android) – Live Ops
- **Mask Gun** Multiplayer FPS (iOS and Android) – Soft Launched
- **Ninjump Dash** Multiplayer Autorunner (iOS and Android) - Shipped

**Cympl**, Pune, India (June 2013 – October 2014)

**Game & Level Designer**

- **Krishna Run** (iOS and Android) - Shipped
- **Rise of Defenders TD** (iOS and Android) - Shipped

**Ubisoft Entertainment Ltd**, Pune, India (January 2009 – May 2013)

**Level Designer/Game Tester**

- **Prince of Persia Shadow and Flames** (iOS and Android) - Shipped
- **Monster Truck 4x4** (Nintendo 3DS) - Shipped
- Worked as game tester on multiple projects on Nintendo DS and PS3

### Independent Work

**Level Designer**

- **"Gardens of Atarvirta" & "The Facility"** – 2 Community Multiplayer Deathmatch maps made in Cryengine for Nexuiz on PC.  
<http://steamcommunity.com/profiles/76561198022315339/myworkshopfiles/?appid=96800>
- **"Elemental"** – A casual match-3 game as a personal project.
- **"Unity Stealth Demo Level"** – A custom level designed for the Unity 4.5 Stealth Demo using free modular assets from the asset store.  
<http://www.moddb.com/company/unity-technologies/addons/stealth-mission-unity-demo>

## Education

**Pune University, India**

**Bachelor of Engineering** in Computer (Graduated 2009)

**Diploma in Computer Management** (Graduated 2003)