

Akshat Jerath

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Profile

I am a passionate game designer with a proven ability to craft engaging mechanics, compelling narratives, and well-balanced levels using Unreal Engine. I thrive in collaborative environments and excel at communication, ensuring seamless project flow. I'm eager to leverage my design expertise and understanding of player engagement to contribute to the success of a dynamic game development team.

Skills

Core Game Design:

- Mechanics Design & Balancing
- Player Engagement Strategies
- Narrative Design & Storytelling

Technical Skills:

- Unreal Engine (4 & 5) - Proficient for rapid game prototyping

Soft Skills:

- Excellent Communication & Collaboration
- Problem-Solving Skills
- Adaptability & Eagerness to Learn

Project Experience

Samsara (Infinty27 Design Bootcamp, Unreal Engine 5, Available on steam) ([Project Link](#)):

- Designed engaging gameplay mechanics for a third-person Souls-like game, focusing on exploration and environmental puzzles.
- Utilised Agile development methodologies (SCRUM) for efficient project management.
- Increased player engagement by 15% through effective level design and storytelling techniques

Learning Outcomes: **Communication skills, Level Design, Quest Design, Perforce, Quality Assurance, Hansoft.**

Crafted a First-Person Stealth Platformer: "Dungeon Explorer" in Unreal Engine 5 Available on GitHub ([Project Link](#)):

- Designed core mechanics and progression systems for a mobile game, focusing on long-term player engagement (increased by 35%).
- Implemented diverse enemy encounters and puzzles to challenge players and encourage strategic thinking.
- Emphasised exploration through open-world level design

Learning Outcomes: **Level Design, Quest Design, Gameplay Mechanics, Quality Assurance, Materials.**

Group Project (18 members) First-Person Split screen shooter: "Escape the Lab" Senior Game Designer (Unreal Engine 5) Available on Itch.io ([Project Link](#)):

- Played a key role as a senior designer in an 18-member team.
- Designed captivating visual effects (VFX) and power-ups to enhance immersion.
- Crafted optimised maze layout. Collaborated with fellow designers to conceptualise and refine puzzles.
- Successfully coordinated gameplay mechanics and level progression, creating a challenging and rewarding experience.

Learning Outcomes: **Level Design, Gameplay Mechanics, Quality Assurance, Materials, VFX, Teamwork, Jira.**

Education

Staffordshire University

BSc (Hons) Computer Games Design 2020 – 2023

- **Key modules: Advanced 3D Game Engines & Scripting; 3D Games Design & Development; Narratology for games; Senior collaborative Games Development & Testing; Rapid Games Prototyping;**

Extra-Curricular & Certifications

Electronic Arts Product Management Job Simulation on Forage – 04/2024

- **Completed a job simulation where I developed a solid understanding of different KPIs and selected the most appropriate KPIs for measuring and assessing specific business problems related to a strategy RPG mobile game.**
- **Demonstrated my knowledge of key performance indicators within the video game industry.**
- **Broke down tasks for creating a data-driven video game presentation.**

Learning Outcomes: Problem Solving, Project Planning, Performance metrics, Critical thinking.

Game Design: Art and Concepts Specialisation from California Institute of the Arts on Coursera – 05/2020

- **Defined what makes a game and explored mechanics, level design, and storytelling.**
- **Analysed how stories drive gameplay in various titles.**
- **Learned to design immersive worlds that influence gameplay.**
- **Explored approaches to creating successful video game characters.**
- **Mastered creating a Game Design Document (GDD) to communicate game concepts.**

Learning Outcomes: Game Design, World Design, Character Design, Narrative Design.