

Akshat Jerath

Professional Profile

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Akshatjerath.com

Enthusiastic and innovative Game Designer with a solid foundation in-game mechanics and storytelling. Proficient in using various design tools and software, complemented by a deep understanding of player motivations and preferences. Adept at collaborative brainstorming and iterative design processes, with a commitment to creating immersive and engaging gameplay experiences. Eager to contribute fresh insights and creative solutions to a forward-thinking game development team.

Areas of Expertise

- ◆ Unreal Engine
- ◆ Prototyping
- ◆ Level Designing
- ◆ Player Engagement
- ◆ Balancing and Pacing
- ◆ Photoshop
- ◆ Team-Leader
- ◆ Communication
- ◆ Punctuality

Professional/Project Experience

Infinity 27

2 Weeks of 07/2023

Game Designer (<https://www.akshatjerath.com/pages/Samsara.html>)

- ◆ Coordinated the quest design and developed NPC dialogues for "Samsara."
- ◆ Defined and executed level blockouts to ensure game consistency and flow.
- ◆ Collaborated in an agile framework by expertly using SCRUM methodologies.
- ◆ Mastered version control with Perforce for streamlined game development.
- ◆ Played an integral role in a team-focused environment for the timely completion of project.
- ◆ Elevated game elements for leading to improved player experiences.

Dungeon Explorer

30 Weeks 10/2022- 05/2023

Solo Developer (<https://www.akshatjerath.com/pages/FYP.html>)

- ◆ Conceived and executed an engaging dungeon game with integrated strategic mechanics.
- ◆ Incorporated stealth evasion techniques by enhancing gameplay dynamics.
- ◆ Researched and designed various levels that rigorously test problem-solving skills.
- ◆ Delivered an immersive and captivating player experience through strategic-level design.

Escape The Lab

6 Weeks 01/2023 – 02/2023

Group Project - Game Designer, Level Designer, and VFX Artist

(<https://www.akshatjerath.com/pages/Collab2.html>)

- ◆ Collaborated as a Game Designer, Level Designer, and VFX Artist in a split-screen first-person shooting game.
- ◆ Designed captivating visual effects, optimized maze layout, and conceptualized puzzles.
- ◆ Successfully coordinated gameplay mechanics and level progression, resulting in a challenging and rewarding player experience.

Education & Credentials

BSc (Hons) Computer Game Design: *Staffordshire University, 2023*

Key modules:

1. Advanced 3D Game Engines & Scripting.
 - Focuses on scripting using Blueprint within Unreal Engine 4.
 - Covers scripting syntax, entity creation, and advanced data handling.

2. 3D Games Design and Development.
 - Prepares students for game design with topics like high concept documentation.
 - Explores level design, game mechanics, and iterative development.

3. Introduction to Narratology.
 - Examines the role and construction of narratives in computer games.
 - Studies interactive storytelling and narrative importance in different game genres.

4. Rapid Games Prototyping.
 - Teaches embedded scripting languages in game engines for immersive gameplay.
 - Emphasizes rapid prototyping, graphics manipulation, and AI basics.

5. Advance Level Design.
 - Covers core principles of level design for creating fun game levels.
 - Focuses on playtesting, applying Level Design concepts, and showcasing levels.

6. Collaborative Games Development and Testing.
 - Involves students working in lead or senior roles within a simulated game studio.
 - Emphasizes effective teamwork, critical reflection, problem-solving, and leadership skills.