Akshat Jerath

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Profile

Assistant Professor and Game Design Educator with expertise in Unreal Engine, level design, and curriculum development. Experienced in delivering engaging courses and mentoring students to bridge academic learning with industry practice. Actively contributes to student showcases, conferences, and professional development programs, fostering real-world exposure and collaborative learning environments. Recognized as an Unreal Authorized Instructor (2025) by Epic Games, validating globally recognized expertise in Unreal Engine education, and actively participates in game jams and industry conferences to remain current with emerging trends and tools in game development.

Skills

Game Design & Development: Mechanics · Balancing · Level Design · Narrative Design · Playtesting
Technical: Unreal Engine 4/5 (Proficient) · Unity (Basic) · Blueprint Scripting · Perforce
Instructional: Curriculum Development · Student Mentoring · Assessment & Feedback · Portfolio Guidance
Professional: Communication · Collaboration · Problem Solving · Adaptability

Professional Experience

K. R. Mangalam University — Assistant Professor
Dec 2024 – Present · Gurugram, Haryana, India

- Delivering lectures in Game Design, Level Design, and Narrative Design, aligning academic content with industry needs.
- Mentoring students on assignments, final projects, internships, and portfolios, improving professional readiness.
- Contributing to curriculum development, integrating evolving design tools and practices.
- Supporting student participation in competitions, showcases, and live projects.

Jarrow School (via Into Games & Ubisoft) — Guest Lecturer
Feb – Mar 2024 · Jarrow, England, United Kingdom

- Conducted after-school sessions on game development fundamentals.
- Adapted Ubisoft-supported learning material to student levels.
- Guided student projects, including an endless runner prototype.

Infinity 27 (Design Bootcamp) — Game Designer — Samsara ([View Project](#))
June – July 2023 · Jarrow, England, United Kingdom

- Designed quests, level blockouts, and NPC dialogues for *Samsara*, a third-person Souls-like game.
- Applied SCRUM methodologies and collaborated with a multidisciplinary team to maintain workflow efficiency.
- Managed assets and pipelines using Perforce version control.
- Enhanced player engagement and gameplay flow through tested quest design and level layouts, contributing to improved playability in prototype builds.

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**

Certifications & Training

- Unreal Authorized Instructor (2025) – Epic Games

- Master the Recipe for Level Design (2024) – Into Games (Oliver William Walker)

- EA Product Management Job Simulation (2024) – Forage

- Game Design: Art & Concepts Specialization (2020) – California Institute of the Arts

Selected Projects (Portfolio on Website)

- **Dungeon Explorer** – Stealth-puzzle dungeon crawler (Solo FYP) **(View Project)**

- **Escape the Lab** – Group split-screen FPS (Senior Designer) **(View Project)**

- **Goblin Siege** – UE5 tower defense prototype with phased AI **(View Project)**

Academic & Professional Engagement

- **MULYA Site Visits** – Raisena Village & Shiv Kund Temple (Aug 2025): Guided Game Design students through experiential site visits under the #MULYA initiative. At Raisena, students engaged in rural immersion, mapping real-world spaces for design studies. At Shiv Kund Temple, students sketched 2D layouts, captured references, and planned workflows for greyboxing in Unreal Engine, later recreating the site as a 3D playable level.

- **Portfolio & LinkedIn Career Workshop (2025):** Conducted a career-focused workshop on resume building, LinkedIn optimization, and networking, enhancing student placement readiness across SOAD programs.

- **AR/VR Faculty Development Program (Jun 2025):** Facilitated an FDP in collaboration with ImaginXP, strengthening faculty expertise in immersive design tools and pedagogy.

- **Design 2030 Conference (Mar 2025):** Contributed to the Game Design stall, presenting student projects and AR/VR work to academic and industry delegates.