

Akshat Jerath

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Profile

A game designer who loves turning ideas into playable experiences. My strength lies in crafting engaging levels, balanced systems, and stories that stick with players. I work best in collaborative teams where ideas are shared and tested quickly. Alongside industry projects, I've been recognized as an Unreal Authorized Instructor (2025) by Epic Games, which reflects both my technical expertise and passion for sharing knowledge. I'm excited to bring creativity, problem-solving, and teamwork to a studio where design is at the heart of the process.

Skills

Core Game Design:

- Designing mechanics and gameplay loops
- Balancing systems and difficulty curves
- Storytelling, quests, and player engagement

Technical Skills:

- Unreal Engine 4 & 5 (prototyping, level design, systems)
- Blueprint scripting for gameplay and UI
- Unity (basic)
- Version control with Perforce & GitHub
- Playtesting, QA, and iteration

Soft Skills:

- Clear communicator and team player
- Problem-solving with a creative mindset
- Adaptable and eager to learn new tools and workflows

Project Experience

Samsara (Third-Person Souls-like, Unreal Engine 5, Infinity27 Bootcamp, Released on Steam) ([Project Link](#)):

- Designed gameplay mechanics and environmental puzzles for a third-person Souls-like.
- Created level blockouts that balanced exploration with narrative flow.
- Collaborated with a team of artists and developers using SCRUM and Perforce.
- Boosted player engagement from 8% → 15% through refined level layouts and storytelling.

Key Skills: Level Design · Quest Design · Agile Workflow · Collaboration · Perforce

Goblin Siege (Tower Defence Prototype, Unreal Engine 5, Available on Itch.io) ([Project Link](#)):

- Designed a two-phase defence loop: castle breach → city defence.
- Built new towers, levels, and VFX to enhance combat variety and visual feedback.
- Balanced enemy waves, tower stats, and resource economy across multiple playtests.
- Improved UX by implementing a grid-based tower placement system.

Key Skills: Systems Design · Game Balancing · VFX · Playtesting · GitHub

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

- Created stealth-puzzle levels blending enemy evasion with puzzle solving.
- Used lighting, sound, and layout to build tension and atmosphere.
- Accelerated iteration by 20% through early greyboxing and player testing.

Key Skills: Gameplay Design · Level Design · Atmosphere Building · Rapid Prototyping

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**
Earned globally recognized credential for Unreal Engine expertise in design and education.
- **Master the Recipe for Level Design (2024) – Into Games**
Completed specialized training under Oliver William Walker, focusing on advanced level design workflows.
- **Electronic Arts – Product Management Job Simulation (2024) – Forage**
Applied KPIs and product metrics from strategy RPG mobile games to guide design decisions.
- **Game Design: Art and Concepts Specialisation (2020) – California Institute of the Arts (Coursera)**
Trained in mechanics, world design, and character development for narrative-driven gameplay.