SIDDHARTH AKOLKAR

Game & Level Designer
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PROFESSIONAL STATEMENT

Highly organized, creative and dedicated designer with a keen eye for details; able to adapt to changing priorities and maintain a positive attitude and strong work ethic. Experienced in strategizing and prioritizing effectively to accomplish multiple tasks and staying calm under pressure. Capable of filling multiple roles with a strong background in various Game Design skills.

SKILLS

- ✓ **Game Engines:** Unity and Unreal
- ✓ **Design Skills:** Systems Design, Level Design, Content Design, Technical Design, Character Design and UI/UX Design
- ✓ **Scripting Languages:** proficiency in C# scripting
- ✓ **Supplemental Game Development Skills:** Project Planning, Production Management, QA Testing, Autodesk Maya, Photoshop, Illustrator, Visio, Word, Excel, Trello and JIRA
- ✓ **Personal Skills:** self-motivated, hardworking, honest, goal oriented, dependable, team player with excellent verbal and written communication skills

EXPERIENCE

Level Designer, QA Tester/Analyst and Project Manager   April 2018 – November 2022
- Qublix Games

- Creating fun, clever and rewarding puzzle game levels for a mass-market target audience.
- Performing ongoing tuning, balancing levels and designs based on testing, player feedbacks and data metrics.
- Critiquing and providing feedback to other level designers to ensure the quality of levels is up to company standards.
- Researching and analyzing competitive products.
- Working alongside design, art and programming teams to develop innovative and engaging new games and app features.
- Creating design documentation to define and illustrate game features.
- Performing comprehensive quality assurance (QA) for new games and app features to ensure high quality, accessibility and gameplay standards are met across all game content.
- Maintaining good customer relationships by interacting in a professional and friendly manner to help resolve issues and address concerns.
- Identifying and escalating new issues as per specified protocol, analyzing customer reports to eliminate and determine underlying issues, as well as organizing and documenting bug reports for effective communication between project manager and programmer.
- Managing live operations of existing products by releasing new game content on scheduled dates, adjusting product pricing values during sales and monitoring metrics for any new issues.
- Help with translations and localization of in game content.
- Assist in training new hires with learning the company's various different level editor software and help them understand the workflow for testing and designing levels.

Level Designer, Game Designer and Programmer   September 2016 – April 2017
– Suplex Games (Final Year Capstone Project Team)

- Designing a simple yet complex and dynamic level to help facilitate an exciting combat experience.
- Balancing combat and gameplay mechanics to enable various different player strategies.
- Creating and maintaining all design documentation to define and illustrate game features for effective communication between team members and faculty supervisors.
- Researching and collecting reference material for the game assets as well as assisting in creating said assets.
- Visualizing and building an immersive environment composition using the produced game assets.
- Help write C# scripts for level mechanics, weapon behavior, UI elements, camera system, sound queues and player controls.
- Working alongside team members to playtest and provide feedback to help iterate and improve game features.
- Awarded 3rd place, out of 85 other post grad game projects, in the best artistic achievement category, judged by Ubisoft Toronto and AMD.

Additional Game Designer   January 2016 – May 2016
– Red Meat Games (co-op)

- Working alongside game designers, artists and programmers to help create the combat systems for their VR game title, First Impact: Rise of a Hero.
- Designing missions/quests to create interesting gameplay experiences.
- Writing design documents to help define and illustrate gameplay features.
- Researching and analyzing competitive products, while collecting reference materials.
- Testing game features, system tools and providing feedback after performing comprehensive quality assurance (QA) to ensure high quality and accessibility across all game content.
- Assisting the narrative designer in writing engaging story beats that transition seamlessly with the designed missions/quests.
- Gray boxing city level layouts and setting markers for missions/quests.

EDUCATION

Honours Bachelor of Game Design   September 2013 – April 2017
Sheridan College, ON

Certificate of Art Fundamentals   January 2013 – August 2013
Sheridan College, ON