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# Rohit Sharma

Game and Level Designer

## SKILLS

Level Design  
System Design  
Rapid Prototyping  
Game Balancing  
Documentation

## SCRIPTING

C#  
Unreal Blueprints

## TOOLS

Unreal Engine 4  
Unity  
Maya  
Hammer Editor  
Photoshop  
Google Suite

## VERSION CONTROL

Perforce  
GitHub

## COURSES

**Intro to Game Design**  
By Dave Culyba and  
Heather Kelly

**Level Design for Games**  
By Shane Canning and  
Emilia Schatz

## PROFESSIONAL EXPERIENCE

### CMU HCII, Pittsburgh, PA — *Game Design Research Assistant*

May 2022 - Present

Collaborating with a team of game designers and neuroscience PhD students to make prototypes for neuroscience research topics.

### CYMPL, Pune, India — *Game Designer*

December 2018 - October 2020

I worked on designing new features that can adapt to the existing core game. I also worked on the level design of multiple cooking games. My role shifted towards analyzing the KPIs and balancing the game accordingly to meet them. Furthermore, I conducted playtests for different games.

## SELECTED PROJECTS

### CG Master Academy Final Project — *Level Designer*

January 2022 - April 2022

I built levels using Maya and UE4. I used blueprints in UE4 to implement simple mechanics and form a playable experience. I made a final level to incorporate all my learnings from the course.

### Building Virtual Worlds — *Game Designer/Programmer*

August 2021 - December 2021

Designed and programmed for interactive experiences as a part of multidisciplinary teams which last for 1-2 weeks each. The different platforms include Hololens, Quest 2, Tobii Eye Tracker, and Jam-O-Drum.

### Far Cry Soleanna — *Level Designer*

I designed and iterated on-level setups from the initial planning phases to the final map in Far Cry Arcade Map Editor.

### Train and Gain, Pittsburgh, PA — *Game Designer/Co-Producer*

January 2022 - April 2022

Developing a novel transformational game to teach neural networks to high school students enrolled in the AI course at BGCWPA.

## EDUCATION

### Carnegie Mellon University, PA, USA

Master of Entertainment Technology, AUGUST 2021 - MAY 2023 (Expected)

### SRM University, Chennai, India

Bachelor in Computer Science Engineering, MAY 2014 - MAY 2018