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Rohit Sharma

Game and Level Designer

SKILLS

Level Design
System Design
Rapid Prototyping
Game Balancing
Documentation

SCRIPTING

C#
UE Blueprints

TOOLS

Unreal Engine 5
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

Epic Games, Pittsburgh, PA (Remote) — *Technical Game Design Intern*

January 2023 - Present

I am currently working with the Fortnite music team to bring musical experiences to the game. It involves designing systems in Blueprints and collaborating with programmers, artists, and audio designers.

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

May 2022 - December 2022

I collaborated with game designers and neuroscience Ph.D. students to make prototypes for neuroscience research topics. I did most of the programming, in C#.

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.

SELECTED PROJECTS

Half-Life: Alyx mod — *Level Designer/Scripter*

September 2022 - December 2022

I built a level for HLA, scripting a new mechanic in the game and designing the map from concept to blockmesh. I made blockmesh in hammer editor and scripted gameplay in Lua.

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 platforms include AR, VR, Eye Tracker, and Jam-O-Drum.

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