



# Yakshin Vijay

GAME DESIGNER  
LEVEL / TECHNICAL



+1 (425) 340-4264



yakshin194@gmail.com



[www.yakshin-vijay.com](http://www.yakshin-vijay.com)



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## ABOUT ME

Enthusiastic Game Designer specializing in Level/Tech Design, currently a student at DigiPen. Designing since 12. Proven team and solo project success. Eager to elevate gaming experiences with creativity and technical prowess. Ready to level up?

## SKILL

- Level Layout
- Block Meshing
- Level Pacing
- Encounter Design
- Technical Prototyping
- Visual Scripting
- C#
- 3D Modelling
- PlayTesting
- Design Documentation

## TOOLS

- Unreal
- Unity
- Photoshop
- Figma
- Maya
- Blender
- SVN
- GitHub
- Visual Studio

## EDUCATION

### Bachelor of Arts in Game Design

DIGIPEN INSTITUTE OF TECHNOLOGY  
2022 - PRESENT  
(ESTIMATED GRADUATION 2026)

## WORK EXPERIENCES

### Game Developer Intern | 2023 Nov - 2024 Feb

#### FloGames | Remote

- Worked remotely on a major project titled "Dough to Door," a pizza cooking simulation game.
- Utilized Construct 3 game engine for development, Figma for asset sharing, and Microsoft Teams for communication.
- Responsible for technical iterations throughout the project, ensuring smooth functionality and user experience.
- Implemented UI assets into the game, enhancing its visual appeal and technical usability.
- Adapted quickly to using Construct 3, simultaneously learning and building the game.
- Integrated the concept of SCAMPER into the game mechanics, facilitating players' understanding and application of it in real-life scenarios.

## PROJECTS

### Level / Technical Designer | 2023 Aug - 2024 May

#### Astro Odyssey | Team of 8 | Unity/ Custom Engine

- Developed radically non-linear levels, using JSON tiled maps and implementing in custom engine
- Designed a variety of puzzles with unique mechanics to unlock doors and facilitate progression through the levels, enhancing gameplay depth and engagement.
- Wrote comprehensive design documents outlining level layouts, puzzle variations, and gameplay mechanics.
- Utilized Unity for rapid prototyping to materialize design concepts and showcase the envisioned gameplay experience.

### Technical Design

#### SuperHero Project | Solo Project | Unreal Engine 5.4

- Demonstrated strong skills in Unreal Engine's visual scripting using Blueprints.
- Designed a seamless character traversal mechanic, enhancing player mobility and exploration.
- Developed an advanced combat system utilizing Enums, Structures, and Interfaces for modularity and scalability.
- Ensured high standards of code quality, prioritizing accessibility and reusability for future development.
- Implemented effective signifiers and feedback systems to enhance player engagement and clarity.
- Created gameplay elements that evolve based on player character superpowers, offering a tailored experience.

### Level Design

#### Shivans Lost Temple | Solo Project | Unreal Engine 5.4

- Developed a level inspired by the Uncharted series using Unreal Engine, implementing advanced locomotion mechanics asset pack.
- Planned the level layout and designed block mesh, strategically segmenting the level into five distinct sections (tutorial, advanced parkour, encounter and Reward).
- Enhanced player guidance through established level design principles, including affordances, lighting, focal points, and scene composition.
- Achieved pacing using the Three Act Structure (Setup, Confrontation, and Resolution) to create a compelling narrative flow.