Yakshin
Vijay

GAME DESIGNER
LEVEL DESIGN

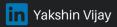📞 +1 (425) 340-4264

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in Yakshin Vijay

ABOUT ME

Game Designer specializing in level and technical design, with experience across AAA, academic, and personal projects. I thrive at the intersection of creativity and systems thinking, whether it's building radically non-linear levels, prototyping mechanics, or polishing gameplay flow. I am Passionate about crafting memorable player experiences that balance fun, clarity, and depth.

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**
- **GitHub**
- **Visual Studio**
- **SVN**
- **Perforce (P4V)**
- **Jira (production)**

EDUCATION

Bachelor of Arts in Game Design
DigiPen Institute Of Technology
2022 - PRESENT
(ESTIMATED GRADUATION 2026)

WORK EXPERIENCES

Level Design Intern – Activision | High Moon Studios (Summer 2025)

Call of Duty: Black Ops 7

- Designed and owned a standalone level, learning proprietary in-house tools and applying level design fundamentals in a AAA environment.
- Grayboxed and prototyped level layouts, incorporating iterative feedback from designers and leads.
- Implemented gameplay scripting for interactive elements and event triggers to enhance pacing and mission flow.
- Conducted and participated in structured playtests, analyzed player behavior, and refined spaces for clarity and engagement.
- Collaborated with QA and engineering to track and resolve critical bugs, supporting post-production polish of story campaign levels.
- Developed strong cross-disciplinary communication skills, presenting ideas clearly in a AAA pipeline.
- Learned AAA workflows for blockmesh readability, art handoff, and cross-disciplinary communication.

Game Developer Intern – FloGames (Nov 2023 – Feb 2024)

Dough to Door (Pizza Cooking Simulation)

- Built features in Construct 3 while learning the engine on the fly, handling technical iterations and gameplay stability.
- Implemented UI assets to improve usability and visual clarity.
- Applied the SCAMPER framework in mechanics, connecting in-game systems with real-world creative thinking.
- Ensured smooth collaboration across a remote team using Figma + Teams.

PROJECTS

Level / Technical Designer – DigiPen Academic Project (Aug 2023 – May 2024)

Astro Odyssey (Team of 8 | Unity + Custom Engine)

- Designed radically non-linear levels using JSON tiled maps.
- Created puzzles with unique mechanics to expand gameplay depth.
- Authored detailed design documents outlining layouts, variations, and mechanics.
- Prototyped in Unity to validate design concepts and communicate vision to the team.

Solo Project

Shivan's Lost Temple – Level Design | Unreal Engine 5.4

- Created an Uncharted-inspired level segmented into tutorial, parkour, encounter, and reward spaces.
- Balanced pacing using the Three Act Structure to maintain narrative flow.
- Applied lighting, affordances, and scene composition to guide exploration.

SuperHero Project – Technical Design | Unreal Engine 5.4

- Built advanced traversal mechanics and scalable combat systems using Blueprints.
- Designed evolving gameplay elements tied to superpowers, enhancing replayability.
- Applied strong signifiers + feedback loops to guide players naturally.