



# Yakshin Vijay

LEVEL DESIGNER



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## ABOUT ME

Level Designer with experience across AAA, academic, and personal projects. Skilled at building and pacing gameplay spaces that balance clarity, challenge, and player freedom. Passionate about crafting immersive worlds and memorable player moments.

## SKILL

- Level Layout
- Block Meshing
- Level Pacing
- Encounter Design
- Gameplay Scripting
- Visual Scripting
- C#
- 3D Modelling
- PlayTesting
- Cinematic Integration

## TOOLS

- Unreal
- Unity
- Photoshop
- Figma
- Blender
- GitHub
- Visual Studio
- SVN
- Perforce (P4V)
- Jira (production)

## EDUCATION

### Bachelor of Arts in Game Design

DigiPen Institute Of Technology  
2022 - 2026

## WORK EXPERIENCES

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

#### Call of Duty: Black Ops 7

- Designed and owned a standalone training level using proprietary tools, applying level design fundamentals in a AAA environment.
- Grayboxed and prototyped layouts, incorporating iterative feedback from designers, and leads to refine pacing and flow.
- Implemented gameplay scripting for interactive elements, event triggers, and mission objectives to enhance clarity and engagement.
- Conducted structured playtests, analyzed player behavior, and iterated layouts for readability and pacing balance.
- Collaborated with QA, art, and engineering to debug, optimize, and polish levels for campaign delivery.

### Game Developer Intern - FloGames (Nov 2023 - Feb 2024)

#### Dough to Door (Pizza Cooking Simulation)

- Built gameplay features in Construct 3 while rapidly learning the engine, focusing on stability and usability.
- Implemented UI systems to improve player feedback and readability.
- Applied the SCAMPER framework to evolve gameplay mechanics through creative iteration.
- Collaborated across a remote team using Figma and Teams to coordinate design and implementation.

## PROJECTS

### The Monastery - Level Design | Unreal Engine 5.7

- Designed a wide-linear abandoned monastery level focused on cinematic pacing, vertical progression, environmental storytelling, and third-person combat.
- Level focusing on Scale, Scene Composition, Framing and breaking up Flat Surfaces
- Applied strong signifiers and environmental storytelling to guide players organically through open-ended spaces.

### Shivan's Lost Temple - Level Design | Unreal Engine 5.4

- Designed a cinematic Uncharted-inspired level segmented into tutorial, traversal, and encounter spaces.
- Balanced pacing using a three-act structure and guided player flow with lighting, affordances, and environmental storytelling.

### Project Red Riding Hood - Mission & Level Design | UEFN (Unreal Editor for Fortnite)

- Designed and built a complete playable level based on the provided mission and quest documentation, handling all aspects of pre-production, blockout, and scripting.
- Designed level layout, pacing, and gameplay loops around melee and bow combat.
- Implemented cutscenes, scripted moments, and interactive events to enhance player engagement and narrative flow.
- Applied strong affordances, signifiers, and natural tutorialization to guide players across varied combat and traversal spaces.

### SuperHero Project - Gameplay Design | Unreal Engine 5.4

- Built advanced traversal and scalable combat systems using Blueprints.
- Designed evolving gameplay mechanics tied to player powers, enhancing replayability and clarity.