

ARVIN DAVID

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I am a passionate and extremely dedicated Level Designer, recently graduated from the game level design program from Sheridan College Ontario, and I work as a Level designer for [Drakeling Labs](#), designing Levels for Advance and secure style gameplay for their upcoming tactical military shooter [Operation: Harsh Doorstop](#) in Unreal Engine 4.

EXPERIENCE

SEPTEMBER 2020 – PRESENT

LEVEL DESIGNER, DRAKELING LABS

[WEBSITE](#)

- Designing levels for Operation: Doorstop in UE4 and other Drakeling projects.
- Designing modular buildings and props as a framework to apply to different levels.
- Bringing levels from blockout to the final stage by working with artists in implementing final assets.
- Optimize levels by using industry-standard techniques.
- Test and iterate on designs through tri-weekly playtests.

MAY 2020 – JULY 2020

GAME & LEVEL DESIGNER, CAPSTONE PROJECT, SHERIDAN COLLEGE

[WEBSITE](#)

- Designed & developed a multiplayer arena shooter "CIELO" in Unity with peers from Sheridan. Responsibilities included Level Design, designing mechanics and game modes,
- Worldbuilding and Sound Design.
- Collaborated in writing GDD, LDD. Designed a unique Capture the flag game mode.
- Designed two playable levels and the training/tutorial levels.

JANUARY 2020

LEVEL DESIGNER, GLOBAL GAME JAM

[WEBSITE](#)

- Designed a game on the theme "Repair" where players repair bridges with dominoes.
- Prototyped and designed playable levels in 48 hours in Unity 3D.
- Designed puzzles with multiple ways to complete them.

EDUCATION

2019-2020

POST-GRADUATE CERTIFICATE IN-GAME LEVEL DESIGN, SHERIDAN COLLEGE

- Design, develop and test functional prototypes of game levels that are consistent with predetermined rules, mechanics, characters, and narrative structures.
- Create game documents for communication and record-keeping.
- C# and Lua scripting techniques for game level development.
- Work effectively in a collaborative, team-based environment.
- Manage projects and specific job role activities, using effective project time management.
- Graduated with honors, GPA of 3.82/4.0

2016 2019

BACHELOR OF SCIENCE IN VISUAL COMMUNICATION, KARUNYA UNIVERSITY

- Skills of writing, editing, photography, design, information graphics, and interactive media
- Creative use of appropriate visual tools to professionally communicate important and Interesting information promptly to a well-defined audience
- Awarded Bachelor of Science Degree, first class with distinction while having a GPA of 8.0/10.

SKILLS

- Bring levels from their initial pen-and-paper designs to fully polished and playable
- Develop levels based on existing game design documents.
- Prioritize tasks and meet deadlines on time, familiar with Agile and Scrum workflows.
- Run playtests and organize and visually communicate the received feedback.
- Collect and analyze test feedback to iterate on the design.
- Development experience in both Unity and Unreal.
- Optimize levels using industry-standard techniques.
- Experience in Modelling and rigging in Maya.
- Familiar with Unreal blueprints and C#
- Technical knowledge: Unity - Unreal - Maya - 3DsMax - FMOD - Fungus - Photoshop - Illustrator - Office - Git - C# - Lua - Unreal Blueprints.

OTHER EXPERIENCES

2019

DESIGNER & PROJECT MANAGER CAPSTONE PROJECT, KARUNYA UNIVERSITY

WEBSITE

- Designed a living space that could be experienced virtually in VR on mobile devices.
- Managed project and the team of two designers, modeled assets, and integrated them in Unreal.
- *Awarded "Best technical project" by Department of electronics and media technology, Karunya University.