### **AKHILESH HARIRAMANI**

# Game Designer | Level Designer

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# **HARD SKILLS**

Gameplay & Systems Design
Level Design & Pacing
Fast-paced Movement Mechanics
Prototyping & Iteration
Playtesting & Balancing
Multiplayer Level Design

# **TOOLS & ENGINES**

Unreal Engine / UEFN
Unity
Blueprints
Hammer Editor

## **SOFT SKILLS**

Communication & Collaboration Leadership & Motivation Problem Solving Cross-cultural Teamwork

#### **EDUCATION**

BSc (Hons) Computer Games Design University of Staffordshire First Class Honours

High School

Gandhi Memorial Intercultural School

## **ACCOLADES**

GRADEX Degree Show 3rd Place – Gameplay Prototypes

#### **INTERESTS**

Game Development
Gaming
Music Production
Travel & Photography

## **PROFILE**

Game Designer specializing in gameplay and level design, with a strong focus on player expression, movement systems, and game feel. Experienced in building prototypes, defining cohesive game visions, and collaborating in multidisciplinary teams.

Passionate about fast-paced mechanics, strong aesthetics, and polished player experiences.

# **PROJECTS**

## S0u1 Runn3r - Action Platformer

- Designed core movement abilities (dash, slide, wall run, triple jump, ground slam) supporting high-skill, fast-paced gameplay.
- Built and iterated on levels and progression, including an ability card system for player expression.
- Defined overall game vision combining modern mechanics with a PS1-era aesthetic.

## Bubba Gramp – 48hr Game Jam (3D Platformer)

- Designed the core gameplay loop and level flow under strict time constraints.
- Created speed-run friendly level layouts while preventing sequence breaks.
- Defined tone, pacing, and aesthetic direction.

# Hotline Miami 2 Custom Level

- Designed a high-difficulty custom level tailored to Jake's throw-focused ability.
- Iterated through playtesting to refine challenge, pacing, and flow.
- Crafted cohesive gameplay-driven theming and narrative progression.

# Extra curriculars

- Participated in game jams
- Participated in a DJ society
- Participated in food fairs and cleanliness drives. The proceeds of which were dedicated towards charity.