

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
Unity
Blender
Blueprints
Hammer Editor
Microsoft Office
JIRA
Adobe Photoshop

SOFT SKILLS

Communication & Collaboration
Leadership & Motivation
Problem Solving, flexible & friendly
Cross-cultural Teamwork

EDUCATION

BSc (Hons) Computer Games Design
University of Staffordshire 2022-2025
First Class Honours
High School
Gandhi Memorial Intercultural School

ACCOLADES

GRADEX Degree Show
3rd Place – Gameplay Prototypes

INTERESTS

Music Production, 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 – First person 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.