

SHUBHANKAR HALDIA

GAME DESIGNER | LEVEL DESIGNER

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Portfolio: www.shubhankarhaldia.com

CORE SKILLS

- Level Blockouts & Greyboxing
- Combat Encounter Design
- NPC & AI Placement
- Environmental Storytelling
- Open World Layout & Spatial Composition
- Player Flow, Readability & Pacing
- Playtesting, Player Analytics & Iteration
- Cross-Discipline Collaboration
- Documentation: GDDs, Level Design Maps, Flowcharts, Annotations

TOOLS / SOFTWARE

- Unity
- Unreal Engine
- Blender
- Maya
- Substance Painter
- Photoshop
- Illustrator
- GitHub/Perforce
- Figma

SCRIPTING

- C#
- Blueprints

PLATFORMS

- PC
- Android

EDUCATION

- **National Film & Television School, Beaconsfield**
Masters of Fine Arts in Game Design & Development (Jan 2024 - Jan 2026)
- **Symbiosis Institute of Technology, Pune**
Bachelors in Computer Science & Engineering (Aug 2019 - Aug 2023)

ABOUT

Game & Level Designer with 2 shipped titles across Steam and itch.io, and 3+ years of hands-on game development, specialising in stealth encounter design, combat pacing, and narrative-driven level design. Led level design on *Out of The Shadows (2025)* from blockout to final polish, showcased at EGX 2025. Experienced in Unity and Unreal Engine, collaborating closely with art, audio, and narrative teams to deliver production-ready gameplay experiences.

WORK EXPERIENCE

Out of The Shadows (2025) (Unity & FMOD)

(Jan 2025 – Oct 2025)

Level Designer & Game Designer

National Film & Television School, Beaconsfield

- **Launched** *Out of The Shadows (2025)* on [Steam](#) for PC and **showcased** it at **EGX 2025**, highlighting level design, player flow, and environmental storytelling.
- **Designed** and iterated **stealth encounter spaces**, balancing guard placement, sightlines, and pacing to guide **player flow** and reinforce story beats.
- Designed the game as a linear narrative split across multiple levels, delivering approximately **30 minutes of gameplay** using Unity and FMOD.
- **Conducted** multiple playtesting rounds, gathering and synthesising **player feedback** to iteratively refine **encounter pacing**, **spatial layout**, and moment-to-moment gameplay feel across all levels.
- **Collaborated** with composers, sound designers, UI/UX designers, voice actors, and marketing teams to evolve the game from a **basic greybox** to a polished player experience.

Railway Chaiwala

(Sep 2024 – Nov 2024)

Independent Level Designer & Environment Artist

DrCocktailGames, LLP, Ahmedabad, India

- Successfully **released** *Railway Chaiwala* on [Steam](#) and [itch.io](#) for PC.
- **Developed** and integrated **optimised** 3D game assets to support level design using Blender, Adobe Substance Painter and Photoshop.
- **Applied** **spatial composition** and **player psychology** principles to guide exploration and decision-making, creating a self-directing experience without relying on UI prompts or waypoints
- **Designed** and **built** the railway platform environment in Unity, planning **level flow** and asset placement to reinforce **environmental storytelling**, **player navigation**, and visual clarity.

Silent Revenge

(Oct 2024 – Dec 2024)

Level Designer & Narrative Designer

National Film & Television School, Beaconsfield

- **Co-created** a **branching narrative** structured around **moral choices** and **dialogue trees**, designing levels where **spatial layout reinforced** the **consequences of player decisions**.
- **Balanced** gameplay and narrative goals in encounter design, ensuring **spatial layout** and **enemy placement** served both gameplay challenge and story consequence.
- **Designed** enemy **encounter arenas** to support varied **combat scenarios** and enemy behaviours.
- **Designed** **interlocking patrol routes** and **cover-based** combat zones, tuning spatial layout and sightlines for aggressive and evasive play.

The Confession

(Feb 2024 – Mar 2024)

QA Tester & Environment Artist

National Film & Television School, Beaconsfield

- **Released** the game on [itch.io](#).
- **Collaborated** within a defined team structure alongside game design students.
- **Conducted** QA testing, identifying and **reporting bugs** and **gameplay issues**.
- **Translated** **QA findings** into structured design observations, connecting recurring player errors and confusion points back to root causes in **level layout** and **game feel**.
- **Modelled**, textured, and **optimised** 3D assets using techniques like – **Texture Atlasing** and setting **uniform Texel Density** in Maya and Adobe Substance Painter.

Deal with Death

(Sep 2024 – Oct 2024)

Level Designer & Game Designer

National Film & Television School, Beaconsfield

- **Led** a **collaborative project** between game students, screenwriters, voice actors, and composers to create a **dialogue-driven narrative experience**.
- **Designed** and developed linear narrative levels, focusing on **pacing**, **stealth**, and **encounter design**.
- **Conducted** **structured playtesting** sessions, iterating on **encounter pacing**, **stealth timing**, and **spatial clarity** until player intent consistently matched designer intent.
- **Integrated** sounds and dialogues using **Wwise** in Unity, collaborating cross-disciplinarily to refine **narrative delivery** through **gameplay** and **audio**.