

SHUBHANKAR HALDIA

GAME DESIGNER | LEVEL DESIGNER

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CORE SKILLS

- Level Blockouts & Greyboxing
- Combat Encounter Design
- NPC & AI Placement
- Environmental Storytelling
- Player Flow, Readability & Pacing
- Playtesting, Player Analytics & Iteration
- Documentation: Level Design Maps, Flowcharts, Annotations

TOOLS / SOFTWARE

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

SCRIPTING

- C#
- Blueprints

PLATFORMS

- PC
- Android
- PS4
- PS5

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 shipped PC titles, specialising in stealth, combat encounters, and narrative-driven gameplay. Led level design on *Out of The Shadows*, launched on Steam and showcased at EGX, owning player flow, pacing, and enemy placement from grey box to final polish. Experienced in building and implementing levels in Unity and Unreal, collaborating closely with art, audio, and narrative teams to deliver clear, immersive, 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.
- Collaborated with composers, sound designers, UI/UX designers, voice actors, and marketing teams to evolve the game from a **basic blockout** to a polished player experience.

Railway Chaiwala

(Sep 2024 – Nov 2024)

Independent Level Designer & 3D 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.
- Designed and built the railway platform environment, reinforcing **environmental storytelling** and worldbuilding in Unity.
- Planned **level flow** and asset placement to support **player navigation**, pacing, 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**.
- 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 & 3D 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.
- 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.
- Integrated sounds and dialogues using Wwise in Unity.
- Collaborated **cross-disciplinarily** to refine narrative delivery through gameplay and audio.

Tech Mahindra Maker's lab

(Jan 2023 – Jun 2023)

3D Artist Intern

Tech Mahindra Ltd, Pune

- Developed **modular environment** assets to support rapid iteration and reuse.
- Modelled and **optimised** 3D assets using Maya.
- Collaborated with **cross-disciplinary teams** to meet technical and visual standards.
- Applied **PBR workflows** to ensure material consistency and realism.
- Created a bank's **metaverse** in Unity.