

# SHUBHANKAR HALDIA

## GAME DESIGNER | LEVEL DESIGNER

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### 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
- Documentation: Game Design Documents, 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 3 shipped titles across Steam and itch.io, and 2 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 grey box 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](https://www.steam.com) 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 & Environment Artist

DrCocktailGames, LLP, Ahmedabad, India

- Successfully **released** Railway Chaiwala on [Steam](https://www.steam.com) and [itch.io](https://www.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 & Environment Artist

National Film & Television School, Beaconsfield

- **Released** the game on [itch.io](https://www.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)

Environment Artist Intern

Tech Mahindra Ltd, Pune

- **Developed** and optimised **modular 3D assets** in Maya using **PBR workflows** for material consistency and realism.
- **Collaborated** with **cross-disciplinary teams** to meet technical and visual standards throughout.
- **Built** a bank's **metaverse environment** in Unity, contributing to a live production pipeline.