


UBEDULLAHA KOTWAL

Game Designer

CONTACT

 +91 7406456866

 ubaidkotwal@gmail.com

 India

 ubedullaha.me

EDUCATION

Rani Channamma University

2014 - 2017

Bachelor's in Computer Applications

University of Mysore

2021 - 2023

Master's in Computer Applications

CERTIFICATIONS

- CGMA - Level Design for Games
- Lighting for Animated Films
- G2M - Game Design and Production

KNOWLEDGE

- Game Design -
 - Gameplay and Game Mechanics
 - Game Loop
 - Documentation
 - Prototyping
- Level Design -
 - Whiteboxing
 - Pacing and Flow
 - Combat and Puzzle
 - Composition
 - Documentation
- Project Management

TOOLS

Unreal Engine, Unity, Maya ,
Adobe Suite, Office 365, Github,
Confluence, Jira

WORK EXPERIENCE

GAME ARTIST

Dhruva Interactice

2017 - 2019

- Designed Level Layouts and implemented design elements
- Collaborate with other departments to ensure quality work
- Brainstorm with the team and do in-depth research on the task.
- Playtest, iterate and address the feedback.
- Implemented 3d art in the blackouts.
- Create and maintain documents

LIGHTING ARTIST

Pole To Win International

2020 - 2021

- Established pipeline for the lighting and look dev work.
- Worked on PBR-ready materials.
- Optimized the lighting and other aspects of the project.
- Worked on Cinematic Rendering and post-processing.

LEVEL DESIGNER

Whitebud Studios

2021 - 2022

- Defined theme and concepts for multiplayer fps levels.
- Prototyped the levels inside Unity and used the custom tools to implement gameplay in those levels.
- Worked on the levels from the start to the final polish stage.
- Playtested with the QA team and addressed the feedback to improve the overall feel of the level's
- Assisted 3d artists to integrate the assets and make sure the integrity of the design remained.

LIGHTING ARTIST

Onyx Studios

2022 - present

- Level art Pass based on the blackout by the client.
- Lighting using PBR values and post-processing
- Shader and VFX creation
- Optimizing the lighting