

# UBEDULLAHA KOTWAL

*Game Designer*

## CONTACT

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## EDUCATION

### University of Mysore

2021-2023

Master's in Computer Applications

## AWARDS & CERTIFICATIONS

- CGMA - Level Design for Games
- Academy of Animated Art - CG Lighting for films
- G2M - Game Design and Production

## SKILLS

- Game Design -
  - Gameplay and Mechanics
  - Level Design
  - Systems Design
  - Narrative and Quest Design
  - UI Design
- 3D Art
  - Lookdev
  - CG Lighting for films and games

## PROFILE

I am an experienced game designer who has been working in the industry for the last 5 years. I am skilled and knowledgeable in design principles and philosophies and, over the course of my career, have contributed to disciplines such as level design, narrative design, UI design, and systems design. I am always eager to acquire new skills and develop my professional skillset

## WORK EXPERIENCE

### LEVEL DESIGNER

#### Dhruva Interactive

2017 - 2019

- Designed game systems and levels for Microsoft's flagship game Sea of Thieves.
- Achieved maximum client satisfaction
- Worked on project through launch and provided post-launch updates and patches
- 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

### GAME ART AND DESIGN

#### Pole To Win International

2020-2021

- Established workflow and pipeline for the team to implement elements in the game engine
- Project Optimization to achieve targeted frame rates for the devices
- Create PBR Ready Shaders and Materials
- Implement various Lighting Scenarios

## TOOLS

- Figma
- Miro
- Google Sheets
- Photoshop
- Unity
- Unreal Engine
- Articy Draft
- Git
- Confluence

## PROJECTS

- Sea of Thieves
- FIA Euro Truck Racing Championship
- Fau-g Multiplayer
- GSN Games - Bingo
- Becoming Pablo

### GAME DESIGN

#### **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
- Worked on Live-Ops project for the client and setup asset optimization for their project
- Worked on UI Design for internal toolset of the client
- Setup and create project builds to pass it to the QA teams

### GAME ART AND DESIGN

#### **Onyx Studios**

*2022-2023*

- Level art Pass based on the blockout by the client.
- Lighting using PBR values and post-processing
- Shader and VFX creation
- Optimizing the lighting for various targeted platforms

### GAME DESIGN

#### **Tentworks Interactive**

*2023-Present*

- Designed and implemented complex systems for a grand strategy game
- Gameplay balancing and optimizations
- Designed and implemented UI for the various game systems
- Integrate the game's narrative and art content in the game engine
- Design and implement in-game quests and economy using the custom tools
- Communicate with the developers to get the system's implemented within the timeframe