

 (989) 493-2950

 kargoparaju@gmail.com

 www.karthikgoparaju.com

Software and Skills

- Unreal Engine
- Level Blockouts
- Blueprints / Scripting
- Design Documentation
- Set Dressing/ Prop Placement
- Asset Integration
- Modding tools
- Playtesting and Iteration
- Maya
- Adobe Illustrator
- Jira, Perforce

Education

M.S. in INTERACTIVE
ENTERTAINMENT

Level Design

Florida Interactive Entertainment
Academy (FIEA : UCF)

Aug 2021 - Dec 2022

B.S. Cs. in MULTIMEDIA & GAME
DEVELOPMENT

University of Wollongong (UOW
Singapore Campus)

Jan 2014 - Jun 2017

Game/Level Designer - RapidGames

Jun 24 - present

- Building large-scale levels for a 3D action-adventure game in Unreal Engine, focusing on creating immersive environments.
- Set Dressing: Placing props to help with player navigation and to support environment storytelling.
- Developing UE5 blueprints for gameplay events, enemy encounters and narrative cutscenes.
- Responsible for integrating assets, including audio-visual elements, into the game and ensuring seamless functionality to enhance engagement and immersive player experiences.

Technical Designer - Software Concepts

Dec 23 - Jun 24

- Developed interactive content for several projects at 'Software Concepts'. Collaborated with product managers to collect and assess user requirements.
- Designed interactive features that led to a 60% increase in user engagement metrics for a mobile app.
- Collaborated with designers and programmers to implement intuitive designs and troubleshoot issues promptly.

Level Designer - RapidGames

Feb 23 - Nov 23

- Designed a series of levels in an iterative process, to support rapid prototyping of mechanics, features and missions design for several game projects.
- Produced and maintained documentation detailing the core concepts of the game mechanics and interactive content.

Technical Designer - Universal Creative

Sept 22 - Dec 22

(Advanced Technology Interactives team) - Intern

- Developed interactive experiences and prototype mock-ups in game engines for various projects, including 'The Wizarding World of Harry Potter' at Universal Studios in Orlando, FL.

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- Supported the senior designers with concept development, preparation of technical and design documentations.
- Organized playtesting of rides that support fun gameplay experiences.
- Assisted with designing level layouts for prime projects to be developed at Universal Studios in various countries.
- Prepared presentations for team members and external partners to communicate interactive concepts.

RNG Forge - Level Designer

Nov 21 - Aug 22

K3LVN - 3D Action Platformer | 19-member dev team

- Took full ownership of the 'Foundry' level by creating level blockouts, writing level design documentation, designing platformer challenges and set dressing with assets.
- Designed several levels with actions blocks to test mechanics that supported the gameplay vision set by the leads.
- Developed Unreal blueprints for gameplay events and enemy encounters in a foundry setting.
- Worked closely with environment artists and lead designers to ensure that the design goals were achieved.
- Improved the game flow through public playtesting, bug fixing and feedback from the leads.