



# Virendra Shinde

Level Designer / Game Designer

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Portfolio: <https://vvsgames.me>

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## PROJECTS

### Level Design, Game Design — *Elysium's Edge* (2023)

Solo Project for the final thesis at Kingston University London. Designed the Game Concept as well as levels and mechanics using UE5.

### Level Design, Game Design – *The Aftermath: Wasteland* (2023)

Group Project, multiplayer post apocalyptic survival game. Co-designed the game concept. Came up with game concepts including characters, abilities, rank system, XP system, level design, live-ops followed by environment design for the level in unity

### Level Design, Game Design – *Aegis: The Wounded Armour* (2023)

Solo Project game based on Impulse Control Disorder. Designed the game concept, narrative as well as levels then proceeded to create a prototype in Arcweave for a single level. [Level Conceptualisation](#)

### Technical Design – *Tolworth Rewilding* (2022)

An app to promote Rewilding in the community of Tolworth (UK) through the use of AR. Worked as a technical designer, designed and developed the AR in unity, gave platform suggestions and integrated the Figma output (UI) with the AR in unity.

## EDUCATION

### Kingston University London, — *Game Development* (Design)

October 2022 - September 2023

Undertook modules in Game Design, Digital Studio Practice, Animation for Film and Games, and Connected Games. These modules have provided me with a solid understanding of game mechanics, practical experience in game design as well as development, animation skills, and knowledge of multiplayer and online gaming equipping me with the necessary skills to excel in the game design industry.

## SKILLS

Analytical Skills

Game Design

Level Design

Documentation writing

Critical thinking

Problem solving

Leadership

Organizational Skills

Communication Skills

Time Management

## TECHNICAL SKILLS

Unreal Blueprints

Unreal Engine 5

Unity

Quadspinner Gaea

C++

Agile

## SOFTWARE

Unreal Engine 5

Unity

Quadspinner Gaea

GitHub

Trello, Miro, Figma

Maya (for Animation)