

Shashank Uchil

Senior Level Designer

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Skill Set

- 7+ years of professional game industry experience, shipped 3 AAA titles
- Proficient with editors such as Unreal Ed, IdTech (Radiant), CryEngine 3
- Low poly modelling, unwrapping and texturing using 3DSMax
- Well versed in Scrum/Agile process
- Previous programming experience
- 3DSMax, Photoshop, Perforce, Jira, Hansoft, Bugzilla, Devtrack

Education

- Bachelor Degree in Physics (University of Mumbai, India, 2002)
- Diploma in Programming

Crytek

Senior Level Designer (April 2010 - to date)

Platform - XBOX 360, PS3, PC | Engine - CryEngine 3

Ryse (Currently in production)

- In charge of the player experience for the game's main character, including unique design mechanics and mission layout.
- Responsible for shaping the story according to our internal capacities together with the Story Writer and Creative Director.
- In charge of breaking down the story into missions and cinematics.
- Worked together with the Cinematics Director to outline and analyze our cinematics according to level design mission plans.
- Supported management by helping define goals, breaking down missions and creating estimates and timelines for production.
- Scrum master for the Vertical Slice level team. Building the VS level, working with the art team to list out all the necessary assets. Also mitigating any issue that may hinder the team's progress.

Crysis 2

- Level designer on 4 levels in the single player campaign.
- Responsible for scripting AI Encounters in the levels.
- Tuning beats and pacing of the encounters in the level such that it has proper highs and lows to prevent player fatigue.
- Beautification of the levels with art assets, particles, decals, vegetation, and terrain editing.
- Optimizing levels to perform on XBOX360 and PS3.
- Mentoring junior level designers through one-on-ones and regular weekly level design reviews.

Funcom

Senior Level Designer (November 2006 - April 2010)

Platform - PC | Engine - Proprietary Technology

Age of Conan: Rise of the Godslayer

- Designing and building levels in 3DSMax (modelling, texturing, lighting).
- Whiteboxing levels for insourcing in our Chinese studio.
- Fixing and polishing the levels once they come back from China.
- Responsible for the largest indoor level in the game.
- Responsible for optimizing most of the indoor levels.

Age of Conan: Hyborian Adventures

- Designing and building levels in 3DSMax (modelling, texturing, lighting).
- Getting the levels into the editor and adding lights, particles, etc.
- Part of the optimization team towards the end of the project.

FxLabs

Level Designer (March 2005 - October 2006)

Platform - PC | Engine - Unreal Engine 2.5

The Lost

- Creating levels in UnrealEd.
- Implementing scripted events and cutscenes.
- Prototyping new game mechanics and feature requests.
- Documenting various game systems.
- Training teams on UnrealEd and Unreal technology.
- Optimizing levels, models and textures created by other teams.

Milestone Interactive

Level Designer (December 2003 - March 2005)

Platform - PC | Engine - Renderware 3.6

Road Rebels

- Creating levels and models in 3DS Max.
- Creating missions for each level using our Proprietary mission editor.
- Defining and documenting the process for the construction of levels.
- Creation of physics models for various objects using KAT.

Aastha Technologies

Programmer (August 2002 - September 2003)

Programming Language - Java

Value (J2EE middleware / server side accounting system/ERP/CRM)

- In charge of creating the front end.
- Responsible for the report generation feature and the Database.

Activities

- Travelling, to experience new cultures.
- Avid Street Photographer.
- Always reading a book.
- Movies and Music of all kinds.
- Cycling around the street's of Frankfurt.

References

On Request