
SHASHANK UCHIL

LEVEL DESIGNER

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experience

EA DICE [Sweden, 2018-Present]

Senior Level Designer

- Primary designer on the largest level in BF5 and the only one in which the player can fly an Airplane.
- Secondary designer on 3 other Singleplayer levels.
- Primary designer on 2 CO-OP levels.
- Mentoring juniors and leading by example.

Capcom Vancouver [Canada, 2012-2018]

Lead Level Designer

- Leading a team of 10 level designers. Regular 1on1 meetings and managing their career development.
- Defined the beat chart for Dead Rising 4 which included mission structure, pacing, difficulty, weapon unlocks, boss fights and gameplay progression. This was used by various teams to understand needs of the level design team and plan their production.
- Guided level designers by developing Minute to Minute player experience and Level layouts for most of the high intensity mission beats and boss fights.
- Dramatically improved efficiency/ownership for designers/artists by redesigning the zombie and item placement system. Empowering designers and artists to implement their work rather than have someone else do it for them.
- Enabled faster iteration by working with the Tools team to overhaul the editor. This involved, moving away from building everything in Maya to a in-editor instanced placement system and designing all the features that goes with it.

CRYTEK [Germany, 2010-2012]

Senior Level Designer

- Designed high level mission structure for Ryse
- Supported management by creating estimates and time-lines for the level design team.
- Scrum master for the Vertical Slice level team.
- Primary designer on 1 and secondary designer on 4 levels. Graybox to final, set up the AI, scripted mission encounters and cinematics.
- Beautification with art assets, particles, decals, vegetation, and terrain editing.
- Mentoring junior level designers.
- Optimizing multiple levels to perform on XBOX360 and PS3 at 30fps.

FUNCOM [Norway, 2006-2010]

Level Designer

- Designing and building levels in 3DSMax.
 - Helping junior designers with the tools, workflow and bugs.
 - Responsible for the largest indoor level in the game.
 - Responsible for optimizing most of the indoor levels.
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games

Battlefield 5 | 2018

Dead Rising 4 | 2016

Ryse | 2013

Crysis 2 | 2011

AOC: Rise of Godslayer | 2010

AOC: Hyborian Adventures | 2008

skills

Mission & Level design, Scripting

Cryengine, Unreal

3dsMax, Maya

education

Bachelors Degree in Physics

Diploma in Programming

Diploma in Graphic Design

Modding for Quake 3, Quake4, CS, UT

about me

Well travelled, lived in 5 countries

Spend winter snowboarding

Always reading a book

Avid photographer
