

Advait Dhumne

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Video Game Level Designer with **4+ years** of professional experience in a creatively multi-faceted and diverse work environment. Designed and worked for **2 AAA games, and multiple mobile games.**

Professional Experience

Plutoverse, Mumbai

Mar 2022 - Mar 2024

Level Designer

- Crafted interactive levels for an MMO with a primary focus on fostering communication and facilitating the exploration of new social connections.
- Created levels for a myriad of experiences including in-game hiking, flying, public performances, and a third-person shooting mode.
- Created and designed a builder tool that uses modular assets for users to generate their areas.
- Showcased the possibilities of Plutoverse using a fully playable level and in-game demo.

One-Eyed Octopus Studios, Pune

Mar 2021 - Mar 2022

Game/ Level Designer

- Worked on a AAA open-world game Mumbai Gullies as a level designer and open-world layout.
- Created and fixed-level design for 3 mobile racing games and laid out design philosophy for future tracks in development.
- Worked on an idle-clicker game with all its game and number balancing thoroughly.

Ubisoft, Pune

Jan 2019 - Aug 2019

Level Design Intern

- Worked on the remake of Prince of Persia: Sands of Time, an all-time action-adventure classic.
- Collaborated closely with the level design team in a synergistic partnership through continuous back and forth.
- Major stakeholder for level loading/unloading and game save systems that use asset batching together.
- Mentored junior-level design recruits during the latter phases of my internship.
- Assumed sole responsibility as the key stakeholder for critical levels within the game.
- I quickly integrated myself into the team and learned their tools and in-house engine.

Education

Rubika, Pune

2016 - 2020

MA in Game Design/Direction

Skills

●Game Design
●Game Systems

●Level Design
●Game Balance

●Unity
●3D Modelling

●Unreal
●Prototyping