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Rohit Sharma

Technical Designer

SKILLS

System Design
Rapid Prototyping
Level Design
Game Balancing
Documentation

SCRIPTING

C++, Verse, C#
UE Blueprints

TOOLS

Unreal Engine
UEFN
Unity
Maya
Hammer Editor
Google Suite

VERSION CONTROL

Perforce
GitHub

COURSES

Intro to Game Design
By Dave Culyba and
Heather Kelly

Level Design for Games
By Shane Canning and
Emilia Schatz

PROFESSIONAL EXPERIENCE

Epic Games, Boston, MA — Technical Designer

January 2023 - Present

I'm currently collaborating with the Fortnite music team to design and implement UI and tools that support the creation of musical experiences in the game. My role spans building systems in Blueprints and C++ and working closely with programmers, artists, and audio designers.

CMU HCII, Pittsburgh, PA — Game Design Research Assistant

May 2022 - December 2022

I collaborated with game designers and neuroscience Ph.D. students to make prototypes for neuroscience research topics. I did most of the programming, in C#.

CYMPL, Pune, India — Game Designer

December 2018 - October 2020

I worked on designing new features that can adapt to the existing core game. I also worked on the level design of multiple cooking games. My role shifted towards analyzing the KPIs and balancing the game accordingly to meet them.

SELECTED PROJECTS

Half-Life: Alyx mod — Level Designer/Scripter

September 2022 - December 2022

I built a level for HLA, scripting a new mechanic in the game and designing the map from concept to blockmesh. I made blockmesh in hammer editor and scripted gameplay in Lua.

CG Master Academy Final Project — Level Designer

January 2022 - April 2022

I built levels using Maya and UE4. I used blueprints in UE4 to implement simple mechanics and form a playable experience. I made a final level to incorporate all my learnings from the course.

Building Virtual Worlds — Game Designer/Programmer

August 2021 - December 2021

Designed and programmed for interactive experiences as a part of multidisciplinary teams which last for 1-2 weeks each. The platforms include AR, VR, Eye Tracker, and Jam-O-Drum.

EDUCATION

Carnegie Mellon University, PA, USA

Master of Entertainment Technology, AUGUST 2021 - MAY 2023

SRM University, Chennai, India

Bachelor in Computer Science Engineering, MAY 2014 - MAY 2018