

PRASAD C A

GAME DESIGNER

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Open for Relocation/Remote

Redmond, WA

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EXPERIENCE

Level Designer, Encounter Designer - 3rd Person Action

AUG 2021 – DEC 2022

Green Reaper | 23-member team | Unreal Engine 4 | Hybrid Work | [Portfolio](#) | [Out On Steam](#)

- Used **tools and visual scripting** to craft, prototype, and implement five area encounters, three environmental encounters, and diversified player combat experiences through challenging gameplay for action engagement.
- **Refined and tuned** combat and traversal spaces with the System Designer to effectively help combat flow in each arena and to determine combat-less areas for reducing mental overload for helping all player types.
- Worked with all department leads to **maintain consistency and quality** throughout the levels by following a pipeline delivering results on time and ensuring everything works to their fullest **intent and creative direction**.
- **Rebalanced and redesigned** arena and environment encounters across the level to achieve our desired engagement from **the internal and external playtest data**.
- **Provided and received feedback** biweekly on builds throughout production to achieve our intended experience.
- **Created and maintained Level Design documents** for all departments to ensure alignment with overall vision.
- Communicated with Gameplay Programmers on creating **in-game tools** that assisted me in modifying and establishing challenging encounters.
- Determined the scale vital to creating accurate environment art assets and game systems by **white boxing levels** to block out spaces using set metrics to help the artists and designers from conception to shipping.
- Collaborated with Environment Artists on **set dressing** to accommodate player guidance, reduced eye strain, and conveyed environment storytelling.

Game Designer - 2D Platformer

AUG 2020 – MAY 2021

Codename: TIARAS | 9-member team | 2D Custom Engine | Remote Work | [Portfolio](#) | [Out On Steam](#)

- Worked alongside Gameplay Programmers to **design and reiterate encounters** that offered new experiences for players with limited systems to work with.
- Quickly learned Tiled to **rapidly white-box and iterate** 2D-level segments in the custom engine, which assisted the team in adding assets in the engine more efficiently.
- Constant communication with the Engine Programmer in **proposing tools to the custom engine** that helped create traps and systems for the encounters.
- Ran and **collected external playtest data** to change, iterated on the design, and gave necessary feedback to the other department's work while prioritizing catching bugs.
- Maintained the team's scope and creative vision through **documentation** that helped us stay on track.
- Teamed with environment artists to elevate the level design and their art with **set dressing**, which helped players' awareness of the level better.

SKILLS

- Gameplay Design
- Encounter/Level Design
- Whitebox/Graybox
- Set-Dressing
- Rapid Prototyping and Iteration
- Design Documentation
- Playtesting

TOOLS

- Unreal Engine and Blueprints
- Unity and C# Scripting
- Maya
- Photoshop
- Tiled

EDUCATION

- **Bachelor of Arts in Game Design** | DigiPen Institute of Technology, WA, USA AUG 2018 – DEC 2022
- Minor in Psychology
- **Bachelor of Engineering in Electronics and Communication** | Loyola ICAM, India AUG 2012 – APR 2016