

SHAKTI DAS

Level Designer



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Skills:

- Unreal Engine 4
- Unity
- Maya
- Whiteboxing
- Playtesting
- Layout Iteration
- C#
- Hammer Editor (Source Engine)



Map Projects:

Siberia

March 2019 - October 2019
Released on [Steam](#)
December 20th, 2019

Team Deathmatch and Free-for-All map designed for *FPSBois* in Unreal Engine 4.

Team Size: 12

Designed BSP blockout with cover areas, narrow spaces, and various choke points

Consistently tuned and balanced map through playtests with FPS players and friends

Used pre-existing art meshes, lighting, and scripted events that aligned with blockout

ctf Anti

June 2018 - August 2018

Team Fortress 2 map developed in the Source Engine.

Created Hammer blockout based on a juxtaposition between a tight space and an open fighting area

Zion

October 2018 - March 2019

Custom Overwatch Escort map made in Unreal Engine 4.

Designed BSP blockout based on Overwatch's branching design over a vertical space

Replicated character movement of heroes with different speeds for playtesting

Developed design document detailing map's concept

Balanced map through playtests with fellow Overwatch players

Blocktober

October 2018

Restaurant combat space for a first-person shooter created in Unreal Engine 4.

Designed BSP blockout based on a restaurant with multiple floors and cover throughout

Created design document with concept and layout sketch

Consulted with others on concept before blockout creation

Education:

 **University of Utah** Class of 2021
Bachelor of Science (B.S.) in Games