

# AAKASH MURALEEDHARAN

LEVEL DESIGNER

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## SELECTED PROJECTS

### BRAWL BUNNIES

#### LEVEL & TECH DESIGNER

- Prototyping Mechanics and Systems
- Developed Dynamic Camera Manager
- Designed and Scripted Game Feel Mechanics
- Handled Playtests and Documenting Feedback

<https://www.aakashmuraledharan.com/brawlbunnies>

### VEILED DISTRICT

#### LEVEL DESIGNER

- Ideating & Documenting Level
- Prototyping Sequencer Events & Blueprints
- Lighting Level

<https://www.aakashmuraledharan.com/veiledistrict>

### THE BUNGEON

#### LEVEL DESIGNER

- Level Flowcharts and Sketches
- Level Blockout
- Playtests and Iterating on Feedback

<https://www.aakashmuraledharan.com/thebungeon>

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## EXPERIENCE

### CRAZYHUBS ALUMNI

Jul 2021 – Oct 2021

Worked with a team of Designers, Artists and Programmers to develop Hyper Casual Game Prototypes.

My responsibilities included: -

- Conceptualizing games from recent trends and making GDDs.
- Doing Competitor analysis for inspiration and figuring out gameplay elements.
- Pitching the GDD to the Heads and reworking the given feedback.
- Writing Documents to help the Programmer and Artist get on board with the idea
- Making Multiple Levels for the Game
- Playtesting and Providing Feedback to the Team
- Editing and Finalizing the Creatives for Marketing.

## CONTACT

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Stockholm, Sweden

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## SOFTWARE

- Unreal Engine
  - Unity
  - Jira
  - Perforce
  - Adobe Creative Suite
  - Davinci Resolve
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## EDUCATION

### FUTUREGAMES, 2024 - 2026

Game Design, Level Specialization

### BREDA UNIVERSITY OF APPLIED SCIENCES, 2023 – 2024

Creative Media and Game  
Technologies

### CGMA, 2021 – 2022

The Art of Lighting for Games  
Level Design for Games

### ECOLE INTUIT LAB, 2019 – 2021

[Game Art & Design](#)

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## SKILLS

Documentation

Rapid Prototyping

SCRUM

Cross-discipline Collaboration

Visual Scripting