

VIRAJ JOSHI

Level Designer · Game Designer

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ABOUT ME

Level & Game Designer with 1 year of professional experience across PC and Mobile titles using Unity and Unreal Engine. Contributed to a shipped Steam title and currently active across two indie studios as Lead Game Designer and Level Designer. Passionate about crafting immersive player experiences through strong level composition, gameplay systems, and cross-team collaboration.

1 Year

Professional Experience

Unity · Unreal Engine

Primary Game Engines

1 Shipped Project

SKILLS

Engines	Unity 2D · Unity 3D · Unreal Engine
Level Design	2D Layout · Blockout · Final Asset Placement · Terrain Sculpting · Player Flow · Environment Storytelling · Lighting & Post-Processing
Game Design	Conceptualization · GDD Creation · Gameplay Mechanics · Mechanism Testing
Optimization	Unity 3D · Unreal Engine
Level Design Tools	ProBuilder · Modeling Mode (Unreal)
Scripting	Unreal Blueprints
Source Control	GitHub · Diversion
Tools	Notion · Google Docs · Google Sheets · Trello · Miro · Discord

EXPERIENCE

[Toasted Studio](#)

Jul 2025 – Present

Lead Game Designer · Remote · Unity · PC

- Own the full level design pipeline — 2D layouts, blockouts, and final asset placement in Unity.
- Lead and coordinate the design team across milestones, keeping output aligned with the creative vision.
- Drive cross-department collaboration with Art, Dev, and QA to deliver features on schedule.
- Conceptualize and document game systems and mechanics from brief through to final design.
- Used Miro for visual brainstorming, layout planning, and design documentation across the team.

[Cosmic Sabbath \(U.K. Based Indie Studio\)](#)

Apr 2025 – May 2026

Level Designer & Game Tester · Remote · Unity · PC

Shipped Title: [Have You Seen This Man?](#) (Steam)

- Designed the Forest Area — environmental composition and lighting used to direct player flow and set atmosphere.
- Built the Bathroom Area — confined spatial design and visual storytelling to create tension.
- Iterated on an initial House Area (cut pre-launch), demonstrating scope adaptability.
- Ran multi-build QA testing; documented level bugs, lighting issues, and pathing problems that shipped clean.
- Built and iterated level geometry using ProBuilder directly within Unity.

[Akiyam Solutions Pvt. Ltd.](#)

Jan – Mar 2025

Game Designer Intern · Remote · Unreal Engine · PC

- Designed and iterated PC levels across two projects, improving spatial flow and player engagement.
- Implemented gameplay mechanics and interactive elements using Unreal Blueprints.
- Collaborated with devs to refine mechanics and hit sprint deliverables.
- Designed and built levels using Unreal Engine's Modeling Mode for in-engine geometry and layout work.
- [Internship Certificate](#)

Indie Game Project (Remote Internship)

Jul – Oct 2024

Level & Game Designer Intern · Remote · Unity · Mobile

- Built levels end-to-end alongside a senior Unity developer — terrain sculpt, composition, lighting, and optimization.
- Designed player-flow-focused environments meeting mobile performance targets.
- Documented systems and design decisions through structured GDDs.
- Utilized ProBuilder within Unity for in-engine level geometry construction and rapid iteration.

PROJECTS

Prison Escape 3D

Unity · Windows · Stealth / Escape · Team of 2

Game Design · Level Design · Asset Creation

- Designed and built a 3D stealth-escape game in Unity — players navigate dark dungeons, evade guards, collect badges, and unlock gates to escape.
- Handled full level design pipeline: layout, blockout, asset placement, lighting, and environment composition.
- Created the GDD and led game design decisions including stealth mechanics, guard AI behaviour, and key/badge progression systems.
- Tools: Unity, Autodesk Maya, Adobe Substance Painter, Adobe Photoshop, Google Docs.

Covert Takedown

Unreal Engine 5.4 · PC · Tactical Third-Person Shooter / Stealth · Team of 3

Level Design · Mechanic Implementation · Lighting · UI · Playtesting · Optimization

- Indie game prototype built in Unreal Engine 5.4 — a tactical third-person stealth shooter set in a semi-arid Middle Eastern environment.
- Designed level layouts and blockouts for a fortified enemy compound, balancing stealth and combat approaches across three radar tower objectives.
- Implemented gameplay mechanics, lighting, post-processing, and UI; contributed to playtesting and optimization passes.
- Reduced build size from 3GB+ to 1.75GB through careful optimization of build configurations and project settings without sacrificing visual quality.
- Tools: Unreal Engine 5.4, Google Meet, Discord.

EDUCATION

B.Sc. in Game Art and Design — Tilak Maharashtra Vidyapeeth, Pune | A+ Grade

2021 – 2024

H.S.C. (12th Arts) — Sarhad College of Arts, Commerce & Science, Pune | 72%

2021

LANGUAGES

English (Moderate) · Marathi (Native) · Hindi (Moderate)

Availability: Immediate