B H A A V Y A   M A T H U R

L E V E L   D E S I G N E R

C O N T A C T

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S K I L L S

Unreal Engine
Maya
Blender
VRay
SketchUp
Nuke
AutoCAD
Revit
Photoshop
Microsoft Office

L A N G U A G E S :

English
Hindi

E D U C A T I O N

MS Fiction & Entertainment

Southern California Institute of Architecture (SCI Arc)

2023-2024

Specializing in game development

Bachelors of Architecture

Sir JJ College of Architecture

2018-2023

Specializing in architectural drawing and 3D modelling and rendering

PROJECTS

2024   **KAALI PEELI**
Game Designer
- Mapped out the city of Mumbai in a playable game loop, drawing from personal life experiences to enable players to navigate and explore through the city
- World-built and coded(blueprinting) the assets, to rig game dynamics and implement real-time controls, enhancing gameplay mechanics and immersion in the digital environment
- Designed levels, gameplay, story, and triggers following level design principles to make the game more engaging and fun

2023-24   **GHAR**
Level Designer
- Grey boxed the environment based on references and concepts of traditional Indo-Islamic architecture, integrating realistic cultural elements into the game's visual aesthetic
- Curated sequential levels and playable dynamics based on intensity charts and narrative beats, ensuring the game effectively conveys its intended experience and storyline
- Designed a first-person perspective (FPP) role-playing gameplay with humor and hidden Easter egg moments, enhancing player engagement and enjoyment

2024   **THE JUNIPER TREE**
Production Designer
- Designed and implemented the visual style for digital environments, using colors and lighting to enhance storytelling and translate the creative vision into reality
- Optimized asset creation, props and environment design to maximize performance while minimizing resource usage and costs, without compromising quality or artistic vision
- Curated a digital set that served as a blueprint for the actual set, effectively capturing the vibe, camera angles, space, and colors

2024   **THE CHOICE**
Art Director
- Created environments with meticulous attention to detail to reflect the imperfections of real life, ensuring authenticity and avoiding a staged appearance
- Coordinated between the Production Designer and the Concept Artist to align environment aesthetics and development schedule, ensuring a seamless workflow and minimal delays during production
- Assigned symbolic-colors to characters symbolically to influence viewers' psyche whenever specific colors appeared on screen, enhancing thematic impact and visual storytelling

2022   **QUARAN-TIME GAME**
Game designer
- Created a board game inspired by the team's lockdown experiences, incorporating experience cards that guide players through the game's challenges and scenarios to ultimately "beat the lockdown"
- Designed the user interface for experience cards and the game board, developed levels, gameplay mechanics, and win/loss conditions, ensuring a cohesive and engaging player experience

2021   **MALACUS**
Graphic Artist
- Studied and analyzed visual trends and thematic elements to maintain visual consistency and produce story imposition visuals
- Designed and curated logos, signages and other graphics, ensuring alignment with the project's visual style and thematic elements to enhance the storytelling

2020-23   **SCAVENGER HUNT**
Curator
- Created an engaging annual scavenger hunt across the city, developing clues that required players to identify and decode specific locations to progress through the game
- Designed and managed the UI of the clues, and timed and tested the hunt to ensure smooth operation and participant engagement

2020   **HITEN SETHI & ASSOCIATES**
Intern
- Designed architectural projects by organizing spaces, enhancing worldbuilding and spatial coherence according to the visual language of the client
- Led the intern team for rendering and scene assembly, for creating marketing visuals of the projects

2016   **KABADDI BOARD GAME**
Game Visual Developer
- Our team developed the Indian game of Kabaddi into a Board Game (as a part of a cultural exchange program), in Germany, and was acknowledged and awarded by the German Government for the same
- Led the visual graphics team for the game, ensuring cohesive execution and clear, easily understandable design