

ADVITIYA SINGH KANTA

LEVEL DESIGNER

Dundee, United Kingdom | advitiyakanta@gmail.com | [advitiyakanta.github.io](https://github.com/advitiyakanta) | [linkedin.com/in/advitiyasinghkanta](https://www.linkedin.com/in/advitiyasinghkanta) | Open to remote roles & relocation

PROFILE

Level Designer with seven months of commercial experience at Kahr Works on *Revolver Rift*, an announced AA PvPvE extraction shooter built in Unreal Engine 5. Experienced taking playable spaces from **2D layout through blackout/greybox, playtesting and iteration**, with a focus on **player flow, spatial readability and gameplay implementation**.

COMMERCIAL EXPERIENCE

Level Designer - Kahr Works GmbH (Remote) | Dec 2024 - Jun 2025

Revolver Rift - announced AA PvPvE extraction shooter in development - Unreal Engine 5

- Built **5+ multi-building compounds** in Unreal Engine 5, taking each from **2D layout to playable greybox**.
- Designed **approach routes, cover spacing, sightlines and contact points**, then tuned navigation and pacing through playthrough and review passes.
- Used **landmark silhouettes and elevation change** to improve navigation, long-range readability and risk communication.
- Iterated layouts against studio feedback while following established **blockout conventions, naming standards and production workflows**.

SELECTED ABERTAY MPROF PROJECTS

To Pierce Eternity - Level Designer | May - Aug 2026

Hyper Luminal Games client brief - Unreal Engine 5

- Planned player space from **bubble diagram to 2D layout**, then blocked out every playable area in Unreal Engine 5.
- Redesigned the spatial plan after a mid-project scope cut and rebuilt the greybox footprint while preserving intended **route structure and player flow**.
- Resolved ambiguous safe-room doors after QA feedback using **contrast, framing and approach angle** rather than additional UI.
- Implemented chase flow with **Level Blueprint, splines and trigger volumes**, placing traps along the route to control pressure and pacing.

Hull & Horizon - Lead Level Designer | Feb - May 2026

V&A; Dundee client brief - Unreal Engine 5

- Designed and blocked out a first-person **deck route, landmark hierarchy, spatial pacing and NPC placement** for a five-to-ten minute experience.
- Built the deck spine, stair transitions and interior flow in UE5, using **leading lines and silhouette contrast** to support navigation without waypoints or markers.
- Ran **10 structured observation sessions** at V&A; Dundee and documented failures in attention, navigation and interaction.
- Iterated onboarding, prompt behaviour, beat spacing and the ending from playtest findings, including a movement tutorial and interaction-cue repositioning.
- Authored the **level design document and observation framework** used for structured testing.

GoodBabies - Level Designer | 10-week project

Abertay team prototype - Unreal Engine 5.6

- Built a single-room layout for a fixed camera, staging threats and beat-mapped pacing so critical gameplay reads remained inside one framed view.

EDUCATION

MProf Games Development - Abertay University, Dundee, United Kingdom | 2025 - 2026

BSc Game Design, Animation and VFX - Chandigarh University, India | 2022 - 2025

LEVEL DESIGN & TECHNICAL SKILLS

Level Design: Blockout, greybox, 2D layouts, bubble diagrams, beat maps, golden path, route structure, player flow, landmarks, sightlines, cover, contact points, spatial pacing, environmental storytelling, composition, visual guidance, level iteration

Unreal Engine 5: UE5 / UE5.6 blockout, Level Blueprint, trigger volumes, splines, NavMesh, blockout lighting, in-engine playtesting

Gameplay & Production: Gameplay flow, scripted events, trap placement, QA-driven iteration, design review, cross-discipline handoff, Agile sprints

Documentation: Level design documents, beat maps, flow maps, 2D layouts, playtest observation frameworks, design handoff

Tools & Version Control: Git, GitHub, Perforce, Jira, Confluence, Miro, Photoshop, Illustrator; Blender and Maya (familiar); Unity (familiar)