

Rajveer Shukla

Game Designer & World Builder

Indore, M.P., India 452010 | +91-8982614003 | rajveershukla2006@gmail.com
[Portfolio - GDrive](#) | [LinkedIn Profile](#)

Professional Summary

Game Designer and World Builder with hands-on experience in worldbuilding, level design, systems design, and narrative-driven game design. Skilled in combat design, encounter design, player progression, and game balancing, with a track record of independently designing original fantasy worlds, complete Game Design Documents, and both multiplayer and single-player levels in Unreal Engine 5 and Unity. Strong foundation in game design documentation, worldbuilding tools, and collaborative design workflows.

Projects & Experience

Original Fantasy World (*Tempus Obice*)

- Independently designed an original fantasy universe encompassing kingdoms, cultures, history, geography, and political systems.
- Built interconnected lore, characters, locations, and factions using Chronicler.
- Established consistent worldbuilding rules and canon to support future game narratives.

Dictator's Quest (Game Design Document)

- Developed a third-person action game concept centered on melee combat, traversal, and robotic companions.
- Authored a complete Game Design Document covering gameplay loop, combat mechanics, progression, and mission flow.
- Defined player abilities, enemy archetypes, and level progression curves.

Competitive PvP Map Design

- Architected a symmetrical 5v5 team-based level emphasizing fair sightlines, flanking routes, and objective control.
- Produced a top-down layout with spawn logic, choke points, cover placement, and player-flow analysis.
- Applied multiplayer balancing principles to encourage strategic team play.

Linear Single-Player Level Designs

- Created multiple level layouts for narrative-driven gameplay.
- Focused on pacing, environmental storytelling, combat encounters, and exploration.

Education

Artemisia College of Arts & Design, Indore - August 2023 - July 2027 (Expected)

B.Design, Game Design

St. Arnold Higher Secondary School, Indore - April 2015 - March 2023

5th to 12th Grade

Skills

Game Design: Gameplay Design, Combat Design, World Design, Level Design, Systems Design, Encounter Design, Documentation, Player Progression, Game Balancing, Narrative Design

Technical: Unreal Engine 5, Unity, Blueprint Visual Scripting, PaperZD

Design Tools: Chronicler/Obsidian, Google Docs, Google Sheets, Photoshop

Languages

English & Hindi