

# Advait Dhumne

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**Video Game Level Designer** with **5 years** of professional experience in a creatively multi-faceted and diverse work environment. Designed and worked for **3 AAA games, and multiple mobile games.**

## Professional Experience

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### Supergaming, Pune

July 2024 - Present

#### Level Designer

- Designed multiple new blockouts integrated seamlessly into the existing map.
- Led a full map overhaul focused on improved balance, gameplay variety, theme, and navigation.
- Created a 1x1 km blockout featuring new gameplay systems, grounded realism, and simplified flow.
- Developed a modular design kit to support consistent, optimized world-building across teams.
- Contributed to gameplay design documents introducing intuitive navigation and new engagement systems.

### Plutoverse, Mumbai

Mar 2022 - Mar 2024

#### Game/Level Designer

- Crafted interactive levels for an MMO with a primary focus on fostering communication and facilitating the exploration of new social connections.
- Created levels for a myriad of experiences including in-game hiking, flying, public performances, and a PvP mode.
- Created and designed a builder tool that uses modular assets for users to generate their areas.

### One-Eyed Octopus Studios, Pune

Mar 2021 - Mar 2022

#### Game/ Level Designer

- Worked on a AAA open-world game Mumbai Gullies as a level designer.
- Created and fixed-level design for 3 mobile racing games and laid out design philosophy for future tracks in development.
- Worked on an idle-clicker game with all its game and number balancing thoroughly.

### Ubisoft, Pune

Jan 2019 - Aug 2019

#### Level Design Intern

- Contributed to the remake of the action-adventure classic Prince of Persia: The Sands of Time.
- Major stakeholder for level loading/unloading that use asset batching together.
- Mentored junior-level design recruits during the latter phases of my internship.

## Education

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### Rubika, Pune

2016 - 2020

#### MA in Game Design/Direction

## Skills

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•Game Design	•Level Design	•Unity	•Unreal
•Game Systems	•Game Balance	•3D Modelling	•Prototyping