

Shivam Rawal

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Skills

Scripting/Programming: C#, C++, Java *Familiar with:* Javascript, HTML5, Objective-C

Software: Visual Studio, Maya, Photoshop, Xcode

Engines: Unity, Unreal Engine 4 *Familiar with:* Unreal Development Kit 3, Cryengine

Selected Projects

Red vs. Blue Pinball | July 2016 – Present | Solo Project **Game Designer/Programmer**

Red vs. Blue themed digital pinball table made for virtual pinball cabinets.

- Positioned various playfield features such as ramps to focus on fluid movement around the table.
- Designed and scripted objectives to let player experience key story moments.

Spectral Robot Task Force | January 2014 – December 2014 | Team of 14 **Level Designer**

Asynchronous multiplayer RPG strategy game with a humorous setting like Robots vs. Werewolves.

- Prototyped levels in Photoshop allowing playtesting to occur while game engine was being created.
- Helped with balancing combat between different character classes and movement around the map.

QuickSilver | October 2013 – December 2013 | Team of 6 **Level Designer**

Multiplayer game of tag on city rooftops with parkour elements.

- Positioned obstacles to emphasize parkour mechanics and not have player be forced to stop moving.
- Found environmental assets that fit the game's city rooftop setting.

Four Guns | March-May 2012 | Team of 6 **Level Designer/Programmer**

Cooperative, top-down shooter where players fight off waves of zombies.

- Created level editor in C# with XNA to work with Windows Forms to accelerate workflow for making levels.

Experience

The Strong National Museum of Play, Rochester, NY

ICHEG Digital Game and Media Preservation Intern | February 2015 - May 2015; April 2016 - July 2016

- Captured gameplay videos for a variety of games to be preserved in the museum's archives.
- Contributed to World Video Game Hall of Fame and Academy of Interactive Arts & Sciences Exhibits.
- Coordinated the capturing of gameplay video from a massively multiplayer online game for a AAA studio.

Passaic Board of Education, Passaic, NJ

Technician | May 2013 – December 2014

- Programmed scripts to help with tasks such as help tickets for the IT department.
- Assisted teachers and other faculty with technical problems and learning software.
- Learned to use a new redistricting software and then teach it to the rest of the technicians.

Education

Rochester Institute of Technology, Rochester, NY

Graduated 2016

Bachelor of Science in Game Design and Development

Activities

Conference Associate | Game Developers Conference | 2017