Devraj Singh

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EDUCATION

University of Central Florida
Bachelor of Arts in Digital Media – **Game Design**
Minor – Film – **Cinema Studies**

EXPERIENCE

Sentinel Games – *S.O.R.N.* January 2026 – April 2026

Level Designer

- Designed, white boxed, and set dressed level 2 for a combat-focused sci-fi experience.
- Collaborated on levels 1 and 3 with co-designers to maintain gameplay consistency and pacing.
- Iterated on encounter layouts, enemy placement, and player routing based on user testing feedback.
- Designed combat spaces that encouraged player movement, tactical positioning, and varied encounter strategies.
- Worked with co-designers to maintain consistent visual language and gameplay readability across levels.
- Bug-fixed and refined the level through release preparation for Steam deployment.

Abyssal Studios – *Abyssal Shade* January 2025 – April 2025

Level Designer, Programmer

- Designed and implemented underwater exploration spaces focused on verticality, player flow, and environmental readability.
- Built gameplay systems in Unity using C# to support swimming and movement mechanics.
- Developed underwater current systems that enhanced traversal and player interaction.
- Set dressed major level areas to improve environmental identity and player navigation.

Drainage Studios – *Ripple Rescue* September 2025 – December 2025

Level Designer, Cinematics Designer

- Designed and blocked out medium and hard puzzle levels focused on replay-ability and difficulty scaling.
- Implemented real-time cinematic sequences for the main menu experience.
- Focused on guiding players through puzzle spaces while maintaining satisfying challenge progression.
- Created puzzle spaces that guided players through environmental cues and clear visual communication.

Mighty Studios – *David's Mighty Men* September 2025 –January 2026

Lead Designer, Programmer, Cinematics Designer

- Designed level layouts, gameplay flow, and player pathing for a third-person hack-and-slash experience.
- Designed and implemented real-time and prerendered cinematic sequences using Unreal Engine 5 Sequencer.
- Built enemy combat and patrol-state behavior using Behavior Trees to support smarter encounter pacing.
- Developed allied AI combat behavior for large-scale battle and war simulation gameplay scenarios.
- Captured, cleaned, and implemented OptiTrack motion capture performances for in-game cinematics.
- Collaborated on cinematic transitions, combat encounters, and player progression to improve gameplay flow.

Skills

Design: Level Design, Enemy Encounter Design, White boxing, blockouts, set dressing, gameplay systems design, real-time cutscene implementation
Technical: Blueprint scripting, C#, Enemy AI Systems, Sequencer, Level Streaming, Motion Capture Integration
Tools: Unreal Engine 5, Unity, Maya, OptiTrack Motion Capture, Adobe Software