

SAHITH KODALI

GAME DESIGNER



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Website
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EDUCATION

UG in Communication Design

Game Design / Pearl academy / Bangalore/ 2020 - 2024

Diploma in Architecture

Andhra Polytechnic / Kakinada / 2016 - 2019

SKILLS

- PROBLEM SOLVING SKILL-SINUMERACY SKILLS
- VERBAL COMMUNICATION
- COLLABORATION
- ATTENTION TO DETAIL

EXPERTIZE

- ADOBE ILLUSTRATOR
- ADOBE INDESIGN
- ADOBE DREAMWEAVER
- ADOBE AFTER EFFECTS
- ADOBE PHOTOSHOP
- UNITY
- UNREAL ENGINE

PROFILE

As a passionate level designer, my craft goes beyond just creating games; it's about weaving immersive and memorable experiences that captivate and resonate. Balancing intricate challenges with engaging narratives is my forte, and I bring this to life through my proficiency in both Unreal Engine and Unity. My contributions to several successful game projects reflect a commitment to creating levels that are visually stunning and deeply engaging, ensuring that players are not just participants, but are emotionally invested in the journey. At the core of my design philosophy is a focus on player-centric experiences.

PROJECTS

Sword's Journey

2nd year 4 sem/ 2021 - 2022

"Sword's Journey" captivates as a platformer and puzzle game, where players master a disproportionately large sword, navigating tight spots and overcoming obstacles as it grows, reshaping strategies. This central mechanic of the ever-lengthening sword defines the innovative gameplay experience.

Submarine Balance

3rd year 5 sem/ 2022 - 2023

In my cherished, albeit slightly timeworn submarine, I venture into the ocean's depths with a friend, embracing its quirks as we aim to explore uncharted territories, ensuring careful navigation to preserve our progress and the sub's integrity. This underwater journey intertwines thrill and camarade-

Mini Box Adventures

4th year 7 sem/ 2022 - 2023

"Mini Box Adventures" combines the charm of precision platforming with brain-teasing puzzles, where you maneuver crates to navigate spikes and unlock levels. Use these boxes cleverly to press buttons and create platforms, unveiling each level's mysteries.