MEHA MURTHY

GAMEPLAY AND LEVEL DESIGNER

PORTFOLIO: 1010MEHA.WIXSITE.COM/1010MEHAGAMES

EXPERIENCE

TOYS FOR BOB | DESIGNER

2021-2024 I was primarily a **Level** and **Gameplay** Designer. I **greyboxed** and designed **maps** in the current rotation. I also prototyped,and fully implemented **2 Party Modes** into the the roster. In addition to these responsibilities, I've done significant **UI work**, prototyped and designed **abilities**, and general bug fixing and **Live Service** tuning when needed.

LARGER THAN LIGHT | CREATIVE DIRECTOR

2020- PRESENT **Directed** a **20+ team** of game developers from different disciplines on a narrative driven puzzle-platformer. **Pitched** and **implemented** gameplay mechanics and systems. Responded to extensive **data** collection from **playtesting** sessions and **iterating** based on feedback.
https://1010meha.wixsite.com/games/light

TEAM BINKY | DESIGNER

2020- 2021 Sole **Gameplay** and **Level Designer** for Binky Saves the World, a Game Jam game made with a team for 4 people. Submitted game for Indiecade 2020.
https://1010meha.wixsite.com/games/binky

PROJECT BEASTS | PRODUCER

2019- 2020 **Art Producer** for the 3D Nintendo Switch title Beasts of Maravilla Island, Recognized areas that could be enhanced with **environmental storytelling** and relaying that information to an **8 person art team,** and **directed assets** through the overall game development **pipeline**.
https://www.beastsofmaravillaisland.com/

EDUCATION

2018-2021 **UNIVERSITY OF SOUTHERN CALIFORNIA**
Major: Interactive Media and Game Design

SKILLS

LEVEL DESIGN
Built level layouts in Unity and Unreal alongside the Art team to meet goals and deadlines

LIVE SERVICE
Experience on a Live Service game, and performing duties such as balancing, tuning, and recieving player feedback.

ENGINEERING
Experience in C++ and JavaScript, Blueprinting in UE 4 & 5, and using Version Control (P4V/GitHub)

PROTOTYPING/GRAYBOXING
Developed layout, content, and system designs through written documentation, visual design materials, and verbal presentations

SOFTWARE

- UNITY
- UNREAL ENGINE 4
- UNREAL ENGINE 5
- MAYA
- BLENDER
- ADOBE SUITE
- PERFORCE
- GITHUB

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