

Sukhraj Johal

Game & Level Designer

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Proficiencies

Skills

Level / Environment Design
Gameplay Design / Scripting
3D Modelling, Texturing
AI Encounter Design
Design Documentation
Active Communication
Management, Producing

Tools

Unity, Unreal Engine, Proprietary
Autodesk Maya, Zbrush
C#, Unreal Blueprint
Photoshop, Illustrator
Substance Painter
Perforce, Git Version Control
Confluence, JIRA

Education

Honours Bachelor of Game Design
Sheridan College | 2016 - 2020

Publications

Gamasutra & 80 LEVEL Feature
[God of War Level Study](#) | Jan. 2020

Gamasutra Feature
[Writings on the Wall](#) | Dec. 2019

Achievements

Winner - 2020 Rookie Awards
Game of the Year - Immersive
Media | June 2020

First Place - Ubisoft Toronto NEXT
Level Design | May 2020

Intel Innovative Game Award
Intel University Showcase | Apr. 2020

Most Polished & Fun Multiplayer
G.I. Jam at Waterloo U | Sept. 2018

Best Overall Gaming Experience
Sheridan Sprint Week | Mar. 2018

Work Experience

Level Designer (Far Cry 6)

[Ubisoft Toronto](#) | June 2020 - Present

- Currently working on next entry to Far Cry. More information coming soon.

Technical Game Designer Intern (Unannounced Project)

[Built By Snowman, Inc.](#) | May - August 2019

- Worked in pre-production to craft a target narrative experience. Pitched, designed and had ownership of multiple game systems, features, levels.
- Prototyping gameplay content (C#): AI logic, event triggers, activities.
- Collaborated with Directors; iterated on feedback to craft gameplay vision.
- Acted as a producer for my gameplay content; facilitated communication across Art, Design and Gameplay Programming teams. Brought levels to a polished state within deadlines.

* Led to the development of multiple polished levels, set the target vision for future content, created level metrics, built tools to streamline production.

Game, UI/UX Designer (Contracts)

[Sheridan College & CANSOFCOM](#) | January - May 2019

- Designed UI/UX for a tool to support national security by visualizing video data collected by machine learning algorithms.

[Sheridan College & Motify](#) | May - August 2018

- Spearheaded the vision of an accessibility-minded, gamified calendar app that helps autistic post-secondary students organize their daily life.

Game Projects

Ubisoft NEXT - Hidden In Plain Sight - Game/Level Designer, Scripter

Championed the design challenge given by Ubisoft Toronto. Took a single-player mission from early concept to a playable prototype. Crafted engaging gameplay experiences via AI combat scenarios, level layout, blueprint scripted puzzles, custom mechanics, extensive play-testing.

God of War (2018), Level Blockout - Level Designer, Gameplay Scripter

Blocked out and analyzed the environmental design for the first level of the game. Simulated the design process of building a console single-player narrative-driven level. Recreated level layout to understand the visual composition, evocative shapes, and design intentions.