

# PRASHANT TRIVEDI

## SENIOR LEVEL DESIGNER

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## ABOUT ME

Hi, my name is Prashant Trivedi, currently employed at Massive Entertainment, Malmo as a Senior Level Designer. With almost 15 years of level design experience, I enjoy designing experiences and game play scenarios that amaze the players, make them play more and stay continuously engaged. I have strength in Level Design and Detailing by creating aesthetic environments with clear navigation and fun gameplay. Recent work includes making a brand new region from scratch in Avatar: Frontiers of Pandora - From The Ashes called The Ravines.

## WORK EXPERIENCE

**JAN 2024 - DEC 2025**

**Senior Level Designer | Avatar: Frontiers of Pandora DLC and Expansion**

*Ubisoft*

Quests/Events, Blockouts, Scripting, Rational Level Design, Variety Matrix. Apart from level design needs, I also stepped up and started suggesting improvements for the Ikran flying for the DLC. Later for the expansion "From the Ashes" i acted like the lead for the creation of the brand new area Ravines.

**JUN 2021 - DEC 2023**

**Senior Level Designer | Avatar: Frontiers of Pandora**

*Ubisoft*

Quests/Events, Blockouts, Scripting, Rational Level Design, Variety Matrix. Planning, prototyping and production of the levels assigned to me.

**JUL 2019- FEB 2021**

**Senior Level Designer | Riders Republic**

*Ubisoft*

Quests/Events, Collision creation, Rational Level Design, Variety Matrix. My responsibilities included planning, prototyping and production of the levels assigned to Pune studio by HQ. Also, making sure that other level designers are also able to craft the experiences with utmost accuracy without any problem.

**SEP 2017 - JUN 2019**

**Level Designer | Steep**

*Ubisoft*

Challenges, Collision creation, Rational Level Design, Variety Matrix. Trained by Ubisoft Ancey. Worked on the creation of X-Games mega Snowpark. My responsibilities included X-Games Snowpark macro world design, Micro race design and creation of the overall layout.

**AUG 2016 - SEP 2017**

**Level Designer | Trials Frontier**

*Ubisoft*

Creation of Levels (LA and LD both), Bikes, Monthly Events, Weekly Events, KPI analysis. Worked very closely with the game designer to ensure the quality of the game.



## EDUCATION

**JUN 2006 - JUN 2010**

**Bachelor in Computer Science**

*SIET Allahabad, UP*

## SKILLS

Level Design

Game Design

Rational Level Design

Rational Game Design

Prototyping in several engines

Blockouts

Game Mechanics Design

Systems Design

Scripting

World Design

Documentation

Leadership and Mentoring

## HOBBIES

Video Games

Reverse Engineering Video Games

Anime

Mentoring

Music

Design Jams

Hosting Design Sessions