PRASHANT TRIVEDI
SENIOR LEVEL DESIGNER

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ABOUT ME

Hi, my name is Prashant Trivedi, currently employed at Ubisoft Pune, India as a Senior Level Designer. With 7+ 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 Steep X-Games Mega Snow-park and level design/world design work in an unannounced AAA title.
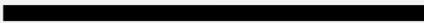
EDUCATION

JUN 2006 - JUN 2010

Bachelor in Computer Science
SIET Allahabad, UP

SKILLS

Level Design

Rational Level Design

Prototyping

Game Design

Scripting

Documentation

HOBBIES

Video Games
Reverse Engineering Video Games
Anime
Mentoring
Music
Design Jams
Hosting Design Sessions

WORK EXPERIENCE

JUL 2019 - PRESENT

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 Annecy. 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.

JAN 2017 - SEP 2017

Level Designer| Rayman Adventures
Ubisoft

Setup Level Design Pipeline and Distribution of levels to the available workforce.

AUG 2013 - JUL 2016

Level Designer| Prince of Persia: Time Run
Ubisoft

Creation of Level Design Patterns, 1000+ Levels, Level Playlists, Overall player's journey logic, KPI analysis.

SEP 2010 - JUL 2013

Game Tester| Splinter Cell: Blacklist, POP Trilogy, Splinter Cell Trilogy