

MEHA MURTHY

LEVEL & GAMEPLAY DESIGNER

PORTFOLIO: 1010MEHA.COM

EXPERIENCE

BAD ROBOT GAMES | LEVEL DESIGNER

- 2024-PRESENT • Working on an undisclosed **third-person shooter**.
- Experience in **Unreal Blueprints Level** and **Terrain Editor**, prop and foliage painting, and **Procedural Content Generation (PCG)** framework

TOYS FOR BOB | LEVEL & GAMEPLAY DESIGNER

- 2021-2024 • Worked on the **AAA title**, Crash Team Rumble.
- Independently took **maps** from **greybox** to **final iterations** in the current rotation.
- Fully ideated, prototyped, and implemented Party Modes into the the roster.
- Designed and implemented player **abilities**.
- Made **level prototypes** for future **open world** projects.

WATCH MY TALK ON LEVEL DESIGN [HERE](#)

LARGER THAN LIGHT | CREATIVE DIRECTOR

- 2020-2021 • **Directed** a **20+ team** of game developers from different disciplines on a narrative driven puzzle-platformer.
- **Pitched** and **implemented** gameplay mechanics and wrote our **narrative arc**.
- Responded to extensive **data** collection from **playtesting** sessions and **iterated** based on feedback.
- [Nominated for an Indiecade Award](#)

PROJECT BEASTS | ART PRODUCER

- 2019-2020 • **Art Producer** for the 3D Nintendo Switch title Beasts of Maravilla Island, made in **Unity**.
- 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**.

SKILLS

LEVEL DESIGN

Created **greyboxes**, did **level scripting**, and worked with **environment artists** to finalize levels.

RAPID PROTOTYPING

Serial prototyper- can quickly **iterate** through proposed designs in any engine, receive **feedback**, and continue **iteration**.

NARRATIVE DESIGN

Led a project focused on **heavy environmental storytelling**. Wrote barks, dialogue, and VO. Casted and directed Voice Actors, and implemented branching dialogue.

ENGINEERING

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

SOFTWARE

- UNREAL ENGINE 4 & 5
- MAYA
- BLENDER
- ADOBE SUITE
- UNITY
- GITHUB
- PERFORCE
- JIRA
- CONFLUENCE
- MIRO

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Major: Interactive Media and Game Design

CONTACT:



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