

EKRAJ NARANG

LEVEL & GAME DESIGNER

Toronto, ON | 289-968-6865 | Ekraj.1503@icloud.com

damnbruhtf.github.io/Portfolio/ | linkedin.com/in/ekraj-n-079077340/ | artstation.com/ekraj_1503

PROFESSIONAL SUMMARY

Level and game designer with hands-on experience building full-scale Unity environments, prototyping gameplay and evaluating combat spaces, sightlines, movement constraints and environmental readability. Across two capstones, designed a complete four-floor haunted-house level and an open-world experience contained within a fully designed building interior.

CORE SKILLS

Design: level layout, blockout-to-final workflow, gameplay prototyping, encounter spaces, pacing, sightlines, player navigation

Engines: Unity, Unreal Engine, Blueprints, UMG, lighting, environment assembly, post-processing

Collaboration: Jira, Confluence, Git, Perforce, agile teamwork, playtesting, design feedback, cross-discipline communication

DESIGN EXPERIENCE

3D Team Lead, Level Designer & Programmer - About Damned Time

Brock University Studio Project - 13-person team | Sep 2024 - Apr 2025

- Designed and assembled the complete four-floor haunted-house level in Unity using modular kits and production-ready assets.
- Helped program movement and shooting mechanics, balanced character speed and sanity-meter behavior, and built pause/startup menus.

Technical Artist, Level Designer & Programmer - Grace's Revenge

Brock University Studio Project - 15-person team | Sep 2025 - Apr 2026

- Designed the open-world experience contained within the building and the building interior itself for a 15-person production.
- Built pause/startup menus, helped program character movement, and integrated lighting, VFX and interactive audio in Unity.

Alpha Tester - Spectre Divide

Mountaintop Studios | Feb 2024 - Aug 2024

- Analyzed tactical execution variables, map sightlines, character movement constraints and critical level geometry during alpha testing.

Beta Tester - Invincible VS

Skybound / Developer Release Pipeline | Jan 2026 - Apr 2026

- Conducted focused design passes on combat response windows, real-time lighting maps and environmental clipping thresholds.

EDUCATION

Bachelor of Arts, Interactive Arts and Science - Concentration in 3D Art and Expression

Brock University | Graduated June 2026 | LevelUp Showcase Presenter, 2025 and 2026