

# RAHUL PRANASSERI

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## PROFILE

Motivated and creative Unreal Engine Game Developer with hands-on experience in level design, environment creation, and gameplay mechanics. Skilled in building immersive game worlds, implementing interactive systems using Blueprints, and optimizing environments for performance. Holds a B. Tech in Computer Science with Big Data Analytics and currently pursuing an MSc in Computer Game Design at Staffordshire University. Continuously expanding expertise through freelance projects, professional work, and personal game prototypes. Passionate about designing engaging gameplay experiences and eager to contribute to innovative game development projects in collaborative studio environments.

## EDUCATION & QUALIFICATIONS

University of Staffordshire - MSc Computer Game Design 2025-Present

Postgraduate study focused on advanced game design, prototyping, gameplay systems, and professional practice, with hands-on experience in level design, environment creation, and interactive gameplay mechanics. Developed problem-solving, project management, and collaboration skills through practical projects and team-based assignments.

SRM IST RAMAPURAM, Chennai - Bachelor of Technology: Computer Science with Big Data Visualization  
Graduated with 8.5 CGPA 2020-2024

Gained a strong foundation in computer science and data analytics while developing problem-solving, programming, and research skills. Completed projects and coursework that enhanced technical expertise and analytical thinking.

## WORK EXPERIENCE

### Paid Research Study | Meta

Aug 2025 to Aug 2025

Participated in a short-term research project evaluating AI-assisted game

- Completed a 2-hour research task to build a game in Roblox Studio using AI tools.
- Tested and compared Roblox Studio's capabilities against Unreal Engine for rapid prototyping.
- Provided structured feedback on AI-assisted game development workflows.
- Successfully developed a functional game prototype within the given time frame.
- Contributed insights to Meta's research on AI-assisted game development and cross-engine workflows.

### Level Designer / Unreal Engine Game Developer | O-Sens Studio (Startup Game Studio) Aug 2024 to Sep 2025

Independent studio focused on creating immersive gameplay experiences and interactive environments.

- Designed and built levels in Unreal Engine 5, focusing on gameplay flow, pacing, and player immersion.
- Created environments using asset packs, Quixel Megascans, and kitbashing techniques.
- Implemented interactive gameplay mechanics and Blueprints to support player progression.

- Collaborated with a small team to prototype and refine gameplay features.
- Successfully designed and delivered boss fight arenas, hidden caves, and temple courtyard environments for in-development projects.
- Developed dynamic environment loading systems and optimized large open-world scenes for performance.
- Expanded skills in level design, Blueprint scripting, and environment art while contributing to real-world game projects.

### **Game Developer (Level Design, Environment Art, Combat & AI) | Self-Employed Apr 2023 to Present**

Provided freelance game development services to various international clients.

- Designed levels and immersive environments in Unreal Engine 5, focusing on gameplay flow and visual storytelling.
- Created environment art using Modular assets, and custom assets from marketplace.
- Developed gameplay features including combat systems, AI behaviour and interactive mechanics using Blueprints.
- Collaborated remotely with clients worldwide, delivering projects tailored to unique requirements.
- Contributed to multiple projects currently in development, including Urban Trap Safehouse (interactive urban environment) and an Unreal short film (three large cinematic levels).
- Developed The Boys: Ascent, a fan game currently released; details and community available at [discord.gg/YX2bxU83St](https://discord.gg/YX2bxU83St)
- Built optimized, performance-friendly environments suitable for PC and multiplayer experiences.
- Received positive feedback from international clients for creativity, attention to detail, and technical execution.

## **ADDITIONAL INFORMATION**

Languages – English; Hindi; Malayalam; Tamil

Technical skills

- Unreal Engine 5
- Blueprints (Unreal Engine)
- Blender (basic modeling)
- Roblox Studio
- Kitbash3D assets
- Level Design
- Environment Art
- Combat System Design
- Gameplay & AI Implementation

## **INTERESTS**

Game Development, Playing Games, Traveling, Swimming, Football, Music, Movies.