Sumit Bhandari Game Designer

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Education

09/2024 – 08/2025
Dundee, Scotland

Professional Masters in Games Development (MProf)
Abertay University
- TIGA-accredited postgraduate course ranked in the global top 10 for games education
- Collaborated with real-world clients (industry and non-industry) to deliver applied games tackling societal challenges such as heritage education, cyber safety, and youth employability

09/2020 – 06/2024
Dundee, Scotland

BA (Hons) Game Design and Production
Abertay University
Collaborated in multidisciplinary teams to design and develop playable games using agile methodologies. Built prototypes in Unity, balanced gameplay systems, wrote GDDs, and contributed to multiple group projects simulating industry pipelines. Final year focused on independent development and user testing.

Professional Experience

05/2025 – 08/2025
Dundee, Scotland

Level Designer (Client Project - Sumo Digital)
Team Flow, Abertay University (Part of MProf Games Development – industry collaboration)
- Designed and implemented the tutorial level and one of the main levels for a 3D hack and slash movement-based game developed in response to a client brief from Sumo Digital.
- Collaborated in a multi-disciplinary team using agile methodologies, contributing to gameplay ideation, level pacing, and encounter design.
- Used Unity for level blocking and scripting, and made use of Git, Miro and Jira for project management and version control.
- Focused on onboarding mechanics and progressive difficulty, ensuring players learned core movement systems naturally and fluidly through environment design.

01/2025 – 03/2025
Dundee, Scotland

Technical Designer
Abertay Game Lab
- Developed and iterated on gameplay mechanics using C# and Unity in prototyping.
- Created scripts for gameplay and UI including custom Unity tools to enhance functionality.
- Integrated assets, animations, and VFX, while optimising performance across the project.
- Collaborated with Unity's physics system to manage collision detection and object interactions effectively.

Skills

Level Design (2D & 3D)
Proficient in designing engaging, balanced, and intuitive game levels using iterative design and playtesting.

Game Engines (Unity / Unreal Engine)
- *Hands-on experience implementing levels and mechanics within industry-standard engines.*

Gameplay Balancing & Iteration
- *Skilled at adjusting gameplay elements based on feedback and testing to refine the player experience.*

Team Collaboration & Communication
Effective in cross-disciplinary teams, including programmers, artists, and external clients (e.g. Sumo Digital).