

ALAN KUNDER

LEVEL DESIGNER

EXPERIENCE

UBISOFT

UNANNOUNCED PROJECT

LEVEL DESIGNER

Oct 2023 - Present

- Designing and prototyping during pre production

ASSASSIN'S CREED VR

LEVEL DESIGNER

March 2021 – Nov 2023

- Modeled level blockout for multiple levels.
- Created unique parkour system based on Assassin's Creed franchise in VR with reducing motion sickness in mind.
- Collaborated with Level artist, programmers, narrative, and game designers to get polished levels.
- Designed complex missions mixing combat, parkour, puzzles and narrative
- Worked with narrative team to recreate a historically accurate ambient AI system.
- Helped develop and integrate engaging voice overs for ambient world AI.
- Set up and balanced combat and open map activities.
- Iterated on player feedback to create well balanced missions.
- Created several encounter arenas for different enemy types.

PRINCE OF PERSIA: THE SANDS OF TIME REMAKE

JUNIOR LEVEL DESIGNER

June 2019 – March 2021

- Modeled level blockout and collisions for multiple levels
- Helped develop level design metrics for different collision setups in the game.
- Worked on designing and implementing Farah AI behavior.
- Created level and environment art collision.
- Worked on creating a personalized Visual language with Art director.
- Worked with environment art teams, encounter, combat, and systems designers to maintain the intended level design and enforce necessary metrics throughout the game.
- Collaborated with Level artist and programmers for polished levels.
- Championed integration of AI behavior for the game.

STANLEY TECHNOLOGY

AI DEVELOPER

Nov 2017 – April 2018

- Photo/ Video Recognition for medical purpose
- Developed AI in Nvidia DIGITS for Processing
- Produced Database's using Google's TensorFlow

Contact

alankunder@yahoo.com

alankunder.com

+91 7777061461

Education

Vancouver Film School

2019

Diploma: Game design

Specialization Level design & art

FX School

2017

Diploma: Game design

Key Skills

Level design in third & first person

Combat-encounter design

Mission design

Narrative design

Puzzle design

Visual scripting for AI

Documentation design

C#

Software Experience

Unreal engine

Unity

Anvil

Snowdrop

3DS max

Maya

Photoshop

Excel

Radiant

INTERESTS

Cooking / Baking

Football

Guitar