

Ayush Barua

Game Design Intern

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Profile

Detail-oriented Game Design Intern candidate with 6 years of hands-on experience in Unreal Engine, specializing in 3D level design and environment assembly. Proficient in Maya and Substance Painter for high-fidelity asset creation and texturing. Passionate about building immersive, high-quality worlds and eager to bring technical art and spatial design skills to a professional studio environment.

Skills

Software & Engines

Unreal Engine, Autodesk Maya, Substance Painter

Technical Art & Design

Level Design, Environment Assembly, 3D Modeling, Lighting, Texturing, Cinematics, Unreal Sequencer

Technical Art

Unreal Material Editor, Material Instances

Education

B.Des. (Hons.) in Animation and Digital Media,

United World Institute of Design (UID)

2023 – 2027 | Gandhinagar Gujarat

Projects

Grandma's Kitchen 🍴,

3D Cinematic Environment (Unreal Engine 5, Maya, Procreate)

- Designed and assembled a fully 30-second 3D cinematic environment in Unreal Engine 5, utilizing advanced lighting (Directional, Lumen, Rect Lights) and atmospheric fog for visual storytelling.
- Engineered a custom cross-application pipeline to convert Maya geometry into USDZ format, enabling detailed, stylized hand-painting of hero props directly within Procreate on iPad.
- Directed the final cinematic composition by integrating ambient audio, hand-placed structural elements, and complex PBR texturing to create a highly believable, lived-in space.

Motorsport Racing Environment (Bahrain Circuit Inspired),

Level Designer & Environment Artist

- Designed a large-scale, playable racing environment in Unreal Engine 5, establishing track flow, elevation, and terrain layout inspired by real-world motorsport circuits.
- Utilized Unreal Engine's native Spline system to construct the main drivable track surface, ensuring smooth player navigation and accurate collision for high-speed vehicle physics.
- Integrated a specialized spline plugin to procedurally generate continuous structural boundaries, including safety barriers, fences, and trackside floodlights, drastically speeding up environment iteration.
- Implemented a height-based procedural auto-material workflow via a specialized Unreal plugin, dynamically blending rocky textures at high elevations with sandy terrain at lower levels to rapidly generate realistic, large-scale desert landscapes.

Dive – Asymmetrical Survival RPG (In Development),

Lead Game Designer & Systems Prototyper

- Designed and documented the core gameplay systems for a 2-player asymmetrical co-op RPG, balancing a physical umbilical tether, weight-based mobility encumbrance, and a unique 1:10 time dilation mechanic.
- Spearheaded rapid gameplay prototyping by utilizing AI-assisted scripting and curated external assets to iterate on complex player mechanics, such as sonar navigation systems and dynamic AI pursuit states.
- Directed procedural level generation by combining modular 3D tilesets with randomized seeds to dynamically spawn extraction points, loot nodes, and hazard zones, ensuring highly unpredictable trial-and-error gameplay.