
Devraj Singh

Technical Designer

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Website

Skills

- Real-Time Cutscene Implementation
- Level Design
- White Boxing
- Set Dressing
- AI Systems Programming

Tools

- Unreal Engine 5
- Unity
- Blueprints
- C#

EXPERIENCE

Mighty Studios – David’s Mighty Men (WIP)

September 2025 – June 2026

Lead Level Designer, Programmer, Cinematics Designer

- Designed level layouts, gameplay flow, and player experience
- Designed and implemented real-time and prerendered cutscenes and cinematics
- Utilized behavior trees to create AI Smart Enemy Combat and Patrol System

Drainage Studios – Ripple Rescue (WIP)

September 2025 – December 2026

Level Designer, Cinematics Designer

- Blocked out and built medium and hard levels
- Designed and implemented real-time cutscenes
- Assisted with mechanics implementation of missile system

Infinity Bound (WIP) – Sole Developer

September 2025 – December 2025

- Captured and implemented Opti-Track Motion Capture performance
- Set dressed game level areas
- Utilized C# in Unity to design and implement core gameplay mechanics

Abyssal Studios – Abyssal Shade

January 2025 – April 2025

Level Designer, Programmer

- Designed and built areas
- Set dressed game level areas
- Utilized C# in Unity to design and implement core gameplay mechanics
- Developed C# scripts for underwater currents, enhancing swimming mechanics

EDUCATION

University of Central Florida

May 2026

B.A. Digital Media - Game Design
