

Achila Mohottige

Game Designer | Level Designer

Portfolio: <https://dynamicgamestudios.wixsite.com/achilaportfolio>

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TECHNICAL SKILLS

- **Engines:** Unreal Engine 5 & 4 (Blueprints, Landscape, Sequencer), Unity (C#).
- **Game Design:** Core Loop Development, Progression Systems, Systems Design, Combat Mechanics, UI/UX Implementation, Documentation.
- **Level Design:** Whiteboxing/Greyboxing, Multiplayer Layout, Pacing & Flow, Environmental Storytelling, Spatial Metrics, Encounter Design.

PROFESSIONAL EXPERIENCE

Kevuru Games | *Middle Level Designer September 2022 – Present* | Remote

September 2022 - PRESENT

Advanced from Level Designer to Middle, taking ownership of major projects including Metaverse integrations and multiplayer prototypes. Responsible for translating client visions into practical design documents, leading junior designers, and coordinating with art/sound teams.

Mindshift Meta (Battle Royale Project):

- **Role:** Lead Level Designer.
- Led the level design team for a massive 50-player Battle Royale map set in a Metaverse context.
- Managed the pipeline from initial paper concept to final greybox, defining POI density, loot distribution, and traversal metrics.
- Directed concept artists and tech artists to ensure visual fidelity matched gameplay requirements.

Project HMC (Sci-Fi Virtual Casino):

- **Role:** Principal Level Designer.
- Designed a complex, multi-tiered virtual space consisting of three distinct themes (Observatory, Traditional, Underwater) connected by a central hub.
- Successfully interpreted abstract client requests into a cohesive layout, balancing aesthetic "wow factors" with navigational flow.

Project "Battle Axes" (Medieval Combat):

- **Role:** Principal Level Designer.
- Recruited specifically by the producer to rescue a prototyping phase for a 6v6 multiplayer melee game.
- Rapidly prototyped a "Colosseum" style arena to test combat metrics, spacing, and team spawn logic.
- Moved the project from blockout to high-fidelity utilizing Unreal Marketplace assets to establish the visual target.

Iron Blood Games | Lead Game Designer September 2018 – Present | Sri Lanka

September 2018 - Present

Founded and operated an independent game studio, managing the full development lifecycle of multiple titles. Gained deep experience in game mechanics, UI/UX, and project management.

Warfleet: Captains(Link:<https://youtu.be/mAhn1OHLHWk>):

- Designed core combat mechanics for a mobile multiplayer action game involving massive starship fleet engagements.
- Created the monetization and player progression systems to ensure long-term engagement.
- Optimized UI/UX frameworks for mobile screens, ensuring accessible gameplay without clutter.

Studio Leadership:

- Led a small team of developers and artists, fostering a collaborative environment for rapid prototyping.
- Handled all aspects of design documentation, 3D modeling for prototypes, and texturing.

EDUCATION

Sri Lanka Institute of Information Technology, Sri Lanka — *IT (Interactive Multimedia Specialization)*

September 2014 - September 2018

University of Westminster, London — *Computer Games Development*

July 2010 - July 2013

TECHNICAL TOOLS

Unreal Engine 4/5 | Unity | C# | Blueprints | Blender | Maya | Adobe Suite | Jira | Trello | Photoshop | Doc | Excel | Powerpoint | Premiere Pro

LANGUAGES

English (Professional) | Sinhalese (Native)