

Rohan Hinge

Technical Level Designer | Unreal Engine 5 | Blueprints | Encounter Design
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PROFESSIONAL SUMMARY

Technical Level Designer with hands-on experience in Unreal Engine 5, specializing in blockout, greyboxing, encounter design, and level scripting with Blueprints. Applies a systematic approach of paper design, prototyping, playtesting, and iteration cycles to refine player flow, metrics and pacing, and combat readability. Experienced in level design documentation and cross-functional collaboration with engineering and art.

TECHNICAL SKILLS

- **Engines & Tools:** Unreal Engine 5 / 4, Unity, Blueprints, C#, Visual Scripting, Git, Perforce, Photoshop
- **Level Design:** Blockout, Greyboxing / Whiteboxing, Encounter Design, Level Scripting, Player Flow, Metrics & Pacing, Sightlines, Cover Placement, Vertical Traversal, Collision & Navigation
- **Gameplay Systems:** Prototyping, Trigger-Based Spawning, Enemy Placement, System Tuning & Balancing, Modular Blueprint Architecture
- **Process:** Playtesting, Iteration Cycles, Design Documentation (LDD, GDD, One-Pagers), Scope Management, Cross-functional Collaboration

PROJECTS

Combat Encounter Design | Technical Level Designer | Unreal Engine 5 | Personal Project (4 Weeks)

- Designed and greyboxed a third-person combat arena with vertical traversal, flanking routes, and tactical positioning to support player choice and encounter flow.
- Scripted gameplay systems using Unreal Engine Blueprints, implementing trigger-based enemy spawning and randomized repositioning through predefined combat slots.
- Designed and balanced encounter pacing through enemy composition, spawn timing, damage values, and spatial transitions, using pacing graphs to compare intended and observed player experiences.
- Conducted playtests and iterated on level layouts, enemy placement, sightlines, and combat readability to address difficulty spikes and improve player flow.
- Documented encounter design in a 17-page Level Design Document (LDD), detailing player routes, enemy placement, combat beats, and design intent.
- **Skills:** Greyboxing, Encounter Design, Level Scripting, Blueprints, Metrics & Pacing, Playtesting, Design Documentation

Darker Wound | Technical Level Designer | Unreal Engine 5 | Steevlee's Game Jam, Solo (4 Weeks, 2026)

- Shipped a complete jam title in 4 weeks using Unreal Engine 5 and a modular Blueprint architecture, enabling fast iteration and clean separation of gameplay systems.
- Designed and prototyped core combat, enemy, and interaction systems end-to-end, from paper concept to tuned, playable feature.
- Playtested and iterated in parallel with development, adjusting pacing, difficulty, and feedback (VFX, SFX cues, hit reactions) each build.
- Delivered the project on the jam deadline, demonstrating scope management and rapid prototyping on a solo timeline.
- **Skills:** Prototyping, Gameplay Systems, Blueprints, Encounter Design, Playtesting, Iteration Cycles, Scope Management

Whispers of Raigad | Technical Level Designer | Unreal Engine 5 | Personal Project (3.5 Months)

- Designed and blocked out a non-linear, third-person stealth-combat outpost across four interconnected districts, supporting multiple infiltration routes and player-driven exploration.
- Researched and translated historical Maratha fort architecture into playable level layouts through reference analysis, paper design, and iterative greyboxing.
- Designed encounter spaces and vertical traversal routes using rooftops, fort walls, grappling points, and alternate entrances to support stealth and combat playstyles.
- Conducted 3 playtests and 4 iterations, refining level scale, sightlines, cover placement, and entry readability to improve navigation, combat flow, and player choice.
- Structured level pacing and environmental storytelling around six narrative beats, using spatial progression and visual storytelling to communicate invasion, resistance, and loss.
- **Skills:** Blockout, Non-Linear Level Design, Vertical Traversal, Stealth & Encounter Design, Environmental Storytelling, Playtesting, Research

EDUCATION

Advanced Diploma in Game Design | Cambrian College | Ontario, Canada | Jan 2024 – Apr 2025