KARN GOEL

LEVEL DESIGNER

Greater Noida, India | +91 8076625139 | karngoel1@gmail.com
karnwork.com | linkedin.com/in/karn-goel

PROFESSIONAL SUMMARY

Level Designer with 2+ years of experience using Unreal Engine 5, focused on functional blockouts, spatial design, traversal, player guidance and gameplay pacing. Experienced in developing playable environments from initial layouts through testing and iteration, with collaborative studio experience and personal projects.

EXPERIENCE

LifeLong Fun (Lifelong Fund OÜ) | Level Designer (Contract)

Remote, India — May 2026 to Present

- Design individual level layouts and functional blockouts for Mortalis: Back To The Roots within a shared world framework.
- Iterate on scale, routes, player flow and spatial readability within defined layout constraints.
- Prepare blockout geometry for subsequent technical and environment development, incorporating feedback from weekly level design reviews.

Raviosoft Studios | Level Designer (Contract)

Remote, India — January 2026 to September 2026

- Created gameplay blockouts, defining spatial layouts, scale, pacing and player flow.
- Designed traversal routes and key gameplay spaces with an emphasis on navigation and readability.
- Communicated level structure and gameplay intent with artists and developers.

SELECTED PROJECTS

SHADOWSTEP | Solo level design project | Unreal Engine 5

- Designed a six beat puzzle adventure in a household environment, using light hazards, shadows and vertical traversal to shape player progression.
- Built environmental puzzles, integrated traversal mechanics and used playtesting to refine routes, guidance and difficulty.

Today's The Day | Solo level design project | Unreal Engine 5

- Designed a ten beat parkour level across connected urban and industrial environments, combining traversal challenges, landmarks and environmental hazards.

TECHNICAL SKILLS

Level design: Blockout, greyboxing, spatial design, world building, traversal, puzzle design, player guidance, pacing, environmental storytelling and set dressing.

Tools: Unreal Engine 5, Blueprints, Miro, Blender, Git, GitHub and Diversion.

EDUCATION & TRAINING

Gamer2Maker, Hyderabad | Certificate in Game and Level Design — July 2026

Arena Animation, Noida | Certificate in Game Design and Cinematics — October 2025

BML Munjal University, Manesar | BBA in Business Analytics — May 2024