

Jostin Sylvester Palyil

Senior Level Designer

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I'm a Level Designer with 8 years of experience across AAA, AA projects and independent development. Proven experience of owning levels from concept to final polish, collaborating across multiple studios, and driving high-quality player experiences.

WORK EXPERIENCE

Tara Gaming Limited | Senior Level Designer | 2025 - Present

- Spearheaded level design for biomes, created greybox in Unreal Engine 5, establishing gameplay flow, encounter pacing and traversal routes, while aligning with production milestones.
- Defined level design goals and metrics in collaboration with creative direction to ensure consistent player experience across zones.
- Iterated on levels from initial blockout to vertical slice quality.
- Collaborate with artists, narrative and design team to ensure the highest possible quality of the level.

Indikreeda Creations | Senior Level Designer | 2024 - 2025

- Designed, scripted, and created levels from conception to final polish.
- Balanced enemy spawns, difficulty curves, and progression systems, based on iterative playtesting.
- Collaborated closely with designers, artists, and programmers to implement gameplay features and meet production goals.

Sumo Digital | Level Designer | 2022 - 2024

- Designed and owned levels for a co-op FPS, focusing on combat flow, encounter balance, and replayability.
- Created and iterated on 3D blockouts and world layouts, validating gameplay system early through rapid prototyping and structured playtesting.
- Scripted gameplay events, encounters, and mission logic to support boss fights and set-piece moments.
- Coordinated with multi-disciplinary teams to meet project deadlines.

Ubisoft Entertainment | Level Designer | 2018 - 2022

- Designed and implemented open-world missions, encounters, and environmental puzzles.
- Owned levels from initial blockout through final polish, incorporating feedback from directors, playtests and players.
- Scripted environment puzzles, AI behavior & dialogues.
- Collaborated across multiple studios, aligning level design goals within a shared production pipeline.

SCRIPTING & PROGRAMMING: C, C++, C#, Unreal Visual Blueprint, LUA

CORE SKILLS: Open World & Linear Level Design, Blockout, Gameplay Prototyping, Game Documentation

SOFTWARE: Unreal, Unity, Anvil, Northlight, Perforce, JIRA, ADO, Autodesk Maya, Blender, Probuilder, Photoshop, Excel

EDUCATION

Master's in Computer Application - Savitribai Phule Pune University

Bachelor's in Computer Science - Savitribai Phule Pune University