

Nikhil Dhamjevar

Level Designer

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[LinkedIn](#) | [Portfolio](#)

WORK EXPERIENCE:

DejaView Tech Pvt.Ltd.

Co-founder

Sept 2025 - Present

- Co-founded and scaled a premium real-estate visualization company delivering interactive, sales-focused virtual showrooms for developers and large-scale property ventures.
- Positioned immersive walkthroughs as a high-conversion sales infrastructure, replacing static renders and brochures with interactive buying experiences.
- Led business development, client acquisition, and strategic partnerships with real-estate developers, architects, and marketing teams.
- Structured tiered service offerings ranging from high-end villa configurators to enterprise-level interactive showroom systems.
- Directed cross-functional production teams to deliver high-fidelity, real-time experiences within aggressive marketing timelines.
- Integrated analytics-driven showroom features to increase buyer engagement, reduce sales cycle length, and improve pre-construction booking confidence.
- Built recurring revenue streams through phased rollouts, unit expansions, and ongoing experience updates.

Angry Rabbit Studios

Portugal (Remote, Contract)

Game Design Lead

Feb 2024 - Nov 2024

- Led the Game Design team for a VR MMO RPG, *Diaspora: Mass Exodus*, in Unreal Engine 5. Managed the entire design process from concept development to final gameplay polish, ensuring engaging player experiences through collaboration with artists and programmers.
- Directed game feature design from conception to launch, defining core mechanics and producing design documents to streamline production by 20%, ensuring seamless gameplay iterations based on player feedback.
- Designed, iterated, and balanced game mechanics and systems in Unreal Engine 5, utilizing player feedback and in-game data to optimize gameplay flow, balance, and player engagement.
- Led the development and implementation of user interfaces (UI) and user experience (UX) designs within the game, ensuring intuitive and engaging player interactions.
- Developed innovative design strategies to drive long-term player engagement, incorporating live-service features and post-launch updates to retain and grow the player base.
- Collaborated on live-service updates for *Diaspora: Mass Exodus*, integrating player feedback and usage data to adjust difficulty levels and optimize player progression post-launch.

GameIT

Saudi Arabia (Remote, Contract)

Level Designer & Environment artist

Jan 2024 - Feb 2024

- Designed immersive environments for adventure games, collaborating closely with artists and engineers to ensure seamless gameplay and visual integration.
- Designed large-scale interactive photoreal environments, utilizing advanced-level design principles to create engaging and visually coherent experiences.

- Utilized advanced-level design techniques and technologies to meet the project's objectives and deliver an immersive virtual experience using the Unity engine.

Earthlings

Netherlands (Remote, Contract)

Level Design Lead

Oct 2023 - Jan 2024

- Designed immersive environments for promotional video animations, balancing visual appeal with functionality to communicate brand messaging and game features effectively.
- Crafted dynamic multiplayer levels and environments, optimizing player flow, balance, and performance across diverse platforms, including mobile and desktop.
- Brought to life a digital rendition of a European town for a metaverse project
- Optimized in-game assets for mobile platforms, balancing performance with visual fidelity to ensure smooth gameplay across a variety of devices.
- Directed and produced animated cinematics to complement marketing efforts, leveraging compelling storytelling and stunning visuals to showcase product features and captivate audiences.

Beyond Labs

Bengaluru

Level Designer

Nov 2021 - Sept 2023

- Led the design of multiplayer levels for multiple game projects, managing a cross-functional team of designers and ensuring gameplay mechanics aligned with visual goals.
- Led team operations for offline gaming events, including DreamHack India and IGDC, aimed at user acquisition and brand awareness, serving as the company's prominent representative, acquiring thousands of users across the globe
- Managed a cross-functional team of game and level designers, overseeing the development and successful launch of two games, while ensuring alignment with project goals and timelines.

Avalon Meta

Bengaluru

Game Design Tutor (Part-time)

Jan 2023 - May 2023

- Developed a curriculum aimed at fostering heightened productivity and community cohesion.
- Held Personal tutoring sessions for multiple clients, including industry veterans from Pixar who worked on projects like A Bug's Life, Toy Story 2, etc.
- Tutored 100+ individuals, instructing them in Game Design using industry-standard workflows.

Singularity Studios

Bengaluru

Game Designer

Jan 2021 - Nov 2021

- Designed and deployed a playable single-player game in a record time of 7 days, which subsequently climbed to the 36th spot on the trending list of the Itch.io marketplace
 - Commanded a team of six in the ideation, creation, and launch of games across various categories for multiple clients
 - Independently handled the creation and implementation of in-game UI components, devised level designs, and was responsible for the production and editing of in-game cinematic sequences
 - Managed the integration of sound effects, musical scores, and character voice-overs to enhance the gaming experience.
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SKILLS:

Game Design: Extended Reality, LiveOps, Content Cadence, Level Design, Gameplay Systems, UI/UX, Cinematics, GDDs

Game Engines: Unreal Engine 5 (expert), Unity

Tools: Perforce, Plastic SCM, Figma, Adobe Suite, Blender

Scripting Languages: Blueprints (Unreal Engine), C++

Multiplayer Level Design: Specialized in multiplayer FPS environments in Virtual Reality.

Prototyping: Rapid iteration of multiplayer levels and gameplay concepts

Team Leadership: Experience managing level design teams and mentoring junior designers

ACHIEVEMENTS & AWARDS:

- **Pioneering Real-Time Real Estate Showrooms**
Among the early adopters applying high-end game engine technology to large-scale real estate sales infrastructure, there are those that are transforming passive walkthroughs into interactive buying systems.
- **Category Innovation in Property Visualization (2025)**
Introduced configurator-driven, game-like real estate experiences designed to reduce buyer hesitation and increase pre-construction booking confidence.
- **Top 50 Trending Creator - Itch.io**
Ranked #36 on Itch.io's trending list within one week of launch, demonstrating strong product-market resonance and rapid audience engagement.
- **Scalable Production Framework Architect**
Designed repeatable UE5-based pipelines enabling high-fidelity environments to be delivered at scale without compromising performance or visual quality.
- **Cross-Industry Experience Leader**
Successfully transitioned expertise from multiplayer game design and VR environments into real estate sales systems, bridging entertainment technology with high-ticket property marketing.