

Chai Osher

Game Designer

Contact

-  London
-  +44 7478 482888
-  chai@osher.s.uk
-  chaiosher.com

Skills

Technical:

- Level Design
- Mechanic/System Design
- Prototyping
- C#
- Unreal Blueprints

Software and Tools:

- Unreal 5
- Unity
- Visual Studios
- Fork
- Miro
- Trello
- Blender

Additional Skills:

- Agile & Scrum
- Version Control

Education

Bachelor of Arts Game Development: Design
Falmouth University
Second Class Honors (Upper Division)
Sep 2022 – July 2025

Experience

Falmouth University
Student Mentor Team Leader
Sep 2023 – Jun 2025

Projects

Mecha Mayhem (Nov 2022 – Jun 2023) [Unity]

- Designed a Volcano Level
 - Environment
 - Mechanics
- Helped design a level power-up button mechanics.

Blight (Sep 2023 – Jun 2024) [Unreal 5]

- Lead Designer
- Level Design
- Mechanic/System Design

Souls Of Innsbrook (Nov 2024 – Jun 2025) [Unity]

- Designed Economy System
 - Making shops
 - Balancing the value/prices of items
- Helped build the inventory system