



# KISHORE NAGARADJANE

Lighting Artist & Level Designer

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## ABOUT ME

I'm Kishore Nagaradjane, a professional Lighting Artist and Game Designer with an expertise in real-time environment construction, cinematic world building, and narrative level design. Having hands-on expertise in Unreal Engine 5, I am proficient in creating high-fidelity environments using modular workflows. I possess an acute awareness of visual storytelling, fusing technical acumen with artistic vision to provide rich, emotionally engaging spaces. My experience ranges from indie to outsourced AAA endeavors, such as directing art and design on Brothers in the Storm under Lycus Studios and working on Lighting, look dev, and Level design at Outlier Games.

## EDUCATION

2021 - 2025

**Manakula Vinayagar  
Institute of technology**

**Bachelor of computer science engineering - Completed.**

While studying my base degree I was the Unreal mentor for the particular college working on several college outsource and unreal based environments and Ads for the events from 2022.

## WORK EXPERIENCE

2024 - 2024

**Meta God Creator**

**Game Developer & Designer . [ 4 Months intern ]**

I was hired as an lead developer and designer as it is an indie I was also in charge of the cinematics and the narrative side of the Unreal game making 3D worlds was my primary work.

2025 - 2026

**Outlier Games**

**Look dev & Level Designer - [ 1 year ]**

As an look dev and level designer I am handling environments and set dressing and lighting passes on L1, L2 for the first person game .

2020 - 2025

**Lycus Studios**

**Game Director - [Present]**

- As the Game Director at Lycus, I managed a 20-member team for over a year.
- My work bridged the gap between creative vision and execution, leading the narrative, game design, and level design while personally handling the lighting and set dressing in Unreal Engine 5.
- Operating in a self-funded indie environment, I ensured that the technical world-building and production logistics remained aligned with our storytelling goals.

## SKILLS

- Lighting
- Set dressing
- Unreal Engine
- Krita
- Version Control
- Level Design
- Color Theory
- Unreal educator
- World Building
- Gaea
- Embergen
- Blender

## CORE COMPETENCIES

- Look Development & Lighting Passes
- Environmental Storytelling & Mood - Via Set Dressing
- Unreal Engine 5 (Blueprints, Sequencer, MetaSounds)
- Worldbuilding & Lore Implementation

## TOOLS

- Unreal Engine 5, Sequencer, MetaSounds, Blueprint.
- Blender, Photoshop, Quixel, DaVinci Resolve.
- Trello, Notion, Figma, Miro.