



# Ezaz Shaikh

## Gameplay & Systems Designer

India GDC Game Awards 2025  
PC/Console Game of the Year Nominee

Tokyo Games Show 2025  
Selected Indie 80 Nominee

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### Socials

Linkedin  
Ezaz Shaikh

### Languages

English  
Full Professional (C1/C2)

Hindi  
Native/Bilingual (C2)

## Shipped Titles



Core Trials (2025)  
Motion-based Pixel-art bullet hell roguelike you play with just your webcam.

PC



Move Match 3D (2024)  
Match 3D where you collect identical items with your body to meet the goals in time.

Android iOS WebGL



Drift Up (2024)  
Endless floater where you shield a fragile balloon with your body as a protector.

Android



Move Or Not (2023)  
Fast-paced motion-puzzle where you decode expressions and move to select the answer.

Android iOS

## Experience

Jan 2026 - Present Remote



Raviosoft Studio  
Game Designer

Collaborating with a cross-functional design team to architect core gameplay systems for an unannounced Action-Adventure RPG under NDA.

- Participating in cross-functional design meetings, contributing to discussions around gameplay direction and art style alignment.
- Observing system planning and production workflows to understand large-scale RPG development processes.
- Supporting early-stage design exploration and documentation.

Apr 2023 - Sep 2025 Jaipur, Rajasthan



Ohilo Games  
Lead Game Designer

Led design and production for an indie team shipping multi-platform motion games (iOS, Android, WebGL, PC), surpassing 50,000+ downloads and 500+ player reviews with average ratings above 4 stars.

- Designed and prototyped 50+ mechanics and 10+ gameplay systems, refining core loops through structured playtesting and iteration.
- Designed and balanced 100+ puzzle levels and 15+ combat levels, supporting varied player segments and difficulty scaling.
- Owned end-to-end UX flow (60+ screens), from wireframes to UI Toolkit implementation with responsive feedback and animation polish.
- Translated community feedback (Discord + Reddit campaigns), data from analytics and A/B testing into actionable design updates.
- Supported marketing through a viral Reddit campaign (11k+ upvotes) and low-CPI wishlist ads (\$0.40 per wishlist).

Jan 2023 - Mar 2023 Remote



Valarsoft  
Game Design Intern

Applied game design principles to 3 non-gaming apps, creating gamified systems under NDA constraints.

- Designed a room decorator mini-game (5+ environments, 50+ items) and structured a construction game economy spanning 30+ item types with progression balancing.
- Prototyped a 10-page Cinderella-inspired visual novel, combining traditional scripting with early AI-assisted tools to accelerate narrative iteration.
- Authored clear, implementation-ready design documents translating brainstorming concepts into structured product flows.

## Skills



Core Expertise

- Systems
- Gameplay

Rapid Prototyping & Iteration

- Core Loop
- Retention Design
- Game Balance

Player Psychology



Systems & Content

Level Design

Content Design

- Game Analysis
- Reverse Engineering

UX-Focused UI



Production & Implementation

Structured Documentation

- Unity Technical Setup
- Gameplay Polish

Cross-Platform Release Management

## Toolset



Unity  
Game Engine



VS Code  
IDE



DOTween  
Animation



Git  
Version Control



Figma  
Design



Rotato  
Management



Photoshop  
Design



Xcode  
Publishing



Play Console  
Publishing

## Education



Ajeenkya D Y Patil University, Pune

B.Sc. Gaming | Gold Medalist | 9.26 CGPA  
2020-2023