



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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Address

India

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 runner where you shield a fragile balloon with your body as a protector.

Android



Move Or Not (2023)

Hyper-casual puzzle where you decode expressions and move your body 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**.



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 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 **implementation** with responsive feedback and animation polish.
- Translated community feedback, **data from analytics and A/B testing into actionable design updates**.



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 a **construction game economy** with 30+ item types.
- Prototyped a 10-page Cinderella-like visual novel**, combining traditional scripting with early AI-assisted tools to speed up iterations.
- 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