



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

Email
ezazxshaikh@gmail.com

Website
ezazshaikh.vercel.app

Phone
(+91) 83277 61371

Address
India

Socials

LinkedIn
[Ezaz Shaikh](#)

Languages

English
Full Professional (C1/C2)

Hindi
Native/Bilingual (C2)

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.



Apr 2023 – Sep 2025 🌐 Jaipur, Rajasthan

Ohio 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.

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 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



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



Spreadsheet
Management



Photoshop
Design



Xcode
Publishing



Play Console
Publishing

Education



Ajeenkyा D Y Patil University, Pune

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