



## 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  
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(+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



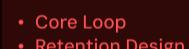
### Core Expertise



- Systems
- Gameplay



- Rapid Prototyping & Iteration



- Core Loop
- Retention Design
- Game Balance



### Systems & Content



Level Design



Content Design



- Game Analysis
- Reverse Engineering



### 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



Ajeenkyा D Y Patil University, Pune

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