

# NIKHIL WAGHMARE

GAME DESIGNER

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📍 Pune

🌐 [LinkedIn](#)

PORTFOLIO

## PROFILE

Game Designer specializing in system and UX design with hands-on Unity experience. Skilled at creating balanced, engaging mechanics, clear documentation, and player-focused experiences for mobile and PC titles. Looking to contribute to projects that blend creative storytelling with data-driven gameplay.

## WORK EXPERIENCE

### ■ - November 2025 - Present

Easewin

#### Game Design Intern

- Pitched original game concepts to the team and stakeholders.
- Created clear and complete GDDs for gameplay, levels, and systems.
- Designed levels and puzzles with balanced difficulty and flow.
- Coordinated with artists and developers to align design execution.

### ■ - June 2025 - July 2025

Resurgence Interactive

#### Game Design Intern

- Designed and balanced core vehicle mechanics (dash, ramming, boost jump) improving playtest engagement by 30%.
- Created detailed system design docs for car stats, speed curves, and upgrade formulas.
- Collaborated across design and programming to maintain design integrity during implementation.

## EDUCATION

2023-2026 (Expected Graduation)

B.SC. GAME ART & DESIGN

AJEENKYA DY PATIL  
UNIVERSITY

## PROJECTS

### Tatya

- Pitched and conceptualized core gameplay ideas, guiding the project's direction.
- Designed puzzle and riddle systems with scalable logic and Marathi-English localization.
- Built item-based quest system with dialogue integration using Unity's scripting tools.
- Balanced difficulty using the "Patience Bar" system to create tension and player control.
- Game nominated for Seamedu Game Awards 2025.

## SOFTWARE & TOOLS

- Unity (2D/3D)
- Adobe Photoshop
- Maya, Machinations
- Google Sheets

## SKILLS

- Game Design
- Game Systems Design
- Level Design
- Balancing & Progression
- GDD Creation
- UI/UX Flow
- Narrative Design
- Prototyping
- Player Retention Systems
- Gamification
- Monetization Loops

## LANGUAGES

- English
- Marathi
- Hindi