

NIKHIL WAGHMARE

GAME DESIGNER

PROFILE

Game Designer specializing in system and level 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).
- Created sheets for car stats, speed curves, and upgrade formulas.
- Handled GDDs and Documents
- Collaborated across design and programming to maintain design integrity during implementation.

EDUCATION

2021-2023 11th and 12th

HPT ARTS AND RYK SCIENCE

2023-2026 (Expected Graduation)

B.SC. GAME ART & DESIGN

AJEEENKYA DY PATIL

UNIVERSITY

9665933883

nikhilwaghmare004@gmail.com

Pune

LinkedIn

PORTFOLIO

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.
- 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
- Google Sheets

SKILLS

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

LANGUAGES

- English
- Marathi
- Hindi