

# RAGIV CHAHAL

## GAME DESIGNER

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### SUMMARY

I create fun games with engaging gameplay, immersive worlds, and easy-to-use design. Skilled in writing GDDs, balance levels, optimize performance, and love working with teams to make great player experiences.

### SKILLS

**Game Development :** GDD, Game Mechanics, Prototyping, Gameplay Scripting (C#), Level Design  
**Project & Workflow Management :** Git Version Control, SourceTree

### TOOLS

Unity | Unreal | Github | SourceTree | Google Workspace | Visual Code | PureRef

### EXPERIENCE

**Game Designer | Orkire Technologies, Noida (Oct 2021 – Sep 2022)**

- Created detailed Game Design Documents outlining gameplay mechanics, features, and design specifications.
- Designed and implemented intuitive UI layouts for improved user interaction and player experience.
- Optimized gameplay performance by fine-tuning assets, scripts, and level elements for smooth cross-platform operation.
- Designed engaging game levels with balanced difficulty and strong player flow.
- Coordinated with artists, developers to align creative and technical goals.

**Game Designer Intern | Orkire Technologies, Remote (Jun 2021 – Sep 2021)**

- Developed 2D platformer levels and mechanics from concept to final product.
- Conducted iterative testing and implemented feedback to enhance gameplay and user experience.
- Led the full game design cycle including mechanics, UI, and overall polish.

**Technical Artist | MayaaVerse, Noida (Nov 2022 – Apr 2025)**

- Developed immersive 3D environments supporting gameplay needs for VR, PC, and WebGL platforms.
- Integrated and configured gameplay-related assets in Unity while ensuring visual consistency.
- Collaborated with designers and programmers to align environment design with gameplay mechanics.

### EDUCATION

- B.Sc in Game Design & Development – Asian Academy of Film & Television, Noida (2018–2021)
- Diploma in Animation – J.P. School of Animation, Meerut (2017–2018)