



BISAL SHAH

Game Designer

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Portfolio

/bisalshah.github.io/



Skills

- Game Design
- Economy Design and Balancing
- System Design
- Team Management
- Game Design Documentation
- Level Design
- Game UI UX
- Prototyping

Tools

- Unity Engine
- MS Excel / Google Sheet
- Photoshop, Illustrator
- Figma
- Blender
- Confluence

About Me

I am a Game Designer and I have hands-on experience in projects that require both conceptual and analytical thinking. I am fully committed to designing games and systems that fit the target audiences and are carefully designed to monetize.

Projects

Harvest of the Dead | Unity, C# | PC (Windows)

A post-apocalyptic survival game where players fight against zombies, rescue survivors, collect resources, and build a colony to stay alive in a hostile world.

Developed core systems including shooting mechanics, zombie AI, and mission objectives. Designed missions involving scavenging fuel, food, and resources, then returning to base. Built a playable prototype featuring base-building, combat, and survivor rescue gameplay.

Action Input System | Unity, C#

A customizable input-action system with realtime gameplay preview, built to prototype player abilities and controls quickly.

- Created an in-game action editor that lets players map actions like jump, crouch, aim, reload, heal, and revive to any key.
- Built a modular command-based architecture, allowing each action to plug into the character controller without rewriting code.
- Integrated smooth character animation blending for all mapped actions using Unity's Animator and event callbacks.
- Added a dynamic UI panel that updates instantly as actions are assigned, removed, or triggered.
- Implemented responsive gameplay feedback including hit reactions, weapon handling, and health updates in real time.

Edge Runner | Unity, C# | WebGL

A level-based 3D runner game featuring handcrafted stages, each with unique environments and increasing difficulty.

Designed and developed levels, obstacle systems, and player navigation flow to create a balanced and engaging experience.

Education

Alliance University, Bangalore, Karnataka
Master of Computer Applications (MCA)
*Specialization in **Game Design** | 2026*

Tinsukia College, Assam
Bachelor of Computer Applications (BCA)
Under Dibrugarh University | 2024

Tinsukia College, Assam
Intermediate (**Science**)
Under A.H.S.E.C Board | 2021

Courses

- Game Design and Development – Michigan State University (Coursera)
- Full Stack Web Development - Delta Batch -Apna College
- Foundation Of User Experience (UX) Design - Google
- Unity Junior Programmer Pathway – Unity Learn
- User Experience Design Essentials – Adobe XD UI UX Design (on Udemy)