



# BISAL SHAH

Game Designer

## Contacts

- +91 8730837936
- bisalshah536@gmail.com
- /shahbisal-gamedesigner
- /github.com/Shahbisal
- /bisalshah.itch.io/
- Bangalore, India

## 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)