



Ezaz Shaikh

Full-Stack Game Designer

IGDC India Game Awards 2025
PC/Console Game of the Year Nominee

Tokyo Game Show 2025
Selected Indie 80 Nominee

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Languages

	Hindi
	Native
	English
	Professional working

Latest projects



Core Trials (2025)

Motion-based Pixel-art bullet hell roguelike you play with just your webcam.



Move Match 3D (2024)

Match 3D where you collect identical items with your body to meet the goals in time.



Drift Up (2024)

Endless floater where you shield a fragile balloon with your body as a protector.



Move Or Not (2023)

Fast-paced motion-puzzle where you decode expressions and move to select the answer in time.

Experience

Apr 2023 – Sep 2025 • Jaipur



Game Designer

Ohiyo Games

Led design and production for a small indie team shipping multi-platform motion games across iOS, Android, Web (CrazyGames), and PC (Steam), collectively surpassing 50,000 downloads, earning 500+ player reviews with average ratings above 4 stars.

- Built core gameplay loops by prototyping 50+ mechanics and 10+ systems, selecting the most engaging through structured documentation and play-testing.
- Designed 15+ combat levels with 100+ attack patterns, 25+ power-ups, 29 achievements, and 100+ puzzle levels, balancing difficulty for both casual and hardcore audiences.
- Produced full game flows (60+ UI screens) from wireframes in Figma to polished Unity UI Toolkit implementations.
- Integrated responsive feedback, animations (DOTween), and polish from prototype to release across PC, iOS, Android, and Web.
- Drove reach through a viral Reddit campaign (11K+ upvotes, 500+ comments), cost-efficient ads (200 wishlists at \$0.40 each), and Japan-focused streamer outreach post-TGS selection (1.5K+ downloads, 1K+ wishlists).
- Managed and engaged a 150+ member Discord, turning community feedback into actionable design updates.

Jan 2023 – Mar 2023 • Remote



Game Designer Intern

Valarsoft

Applied game design principles to 3 non-gaming apps, creating gamified systems under NDA constraints.

- Designed a room decorator mini-game with 5+ environments and 50+ items, plus a construction game's economy covering 30+ item types and progression.
- Built a 10-page Cinderella-inspired visual-novel prototype by blending traditional scripting with the then-new AI tools.
- Produced design docs turning brainstorming into clear, implementable product flows.

Education



AJEENKYĀ
D Y PATIL UNIVERSITY
THE INNOVATION UNIVERSITY

Ajeenkyā D Y Patil University, Pune

B.Sc. Gaming – 🏅 Gold Medalist – 9.26 CGPA
2020-2023

Skills

Game Design

Player Psychology

Structured Documentation

Game Deconstruction

Feedback Loop

Systems, Concepts & Content

Game Balance

UX-Focused UI

Plot & Dialogues

Production

Rapid Prototyping & Iteration

- Technical Scene Setup
- Animation & Game Polishing

Cross-Platform Release Management

Tools



Unity
Game Engine



VS Code
Code editor



Figma
UI Design



Photoshop
Graphics



Premiere Pro
Video editing



DOTween
Animation framework



Play Console
Android deployment



Xcode
iOS build & release



Git
Version Control



Spreadsheet
Data management