



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

Email
ezazxshaikh@gmail.com

Mobile
+91 83277 61371

Address
Jaipur, Rajasthan

LinkedIn
linkedin.com/in/ezazxshaikh/

Languages

Hindi
Native

English
Professional working

Latest projects



Core Trials (2025)
Motion-based Pixel-art bullet hell roguelike you play with just your webcam.



https://store.steampowered.com/app/2549160/Core_Trials



Move Match 3D (2024)
Match 3D where you collect identical items with your body to meet the goals in time.



<https://play.google.com/store/apps/details?id=io.Ohilo.MoveMatch3D>
<https://apps.apple.com/in/app/move-match-3d/id650474489>
<https://www.crazygames.com/game/move-match-3d>



Drift Up (2024)
Endless floater where you shield a fragile balloon with your body as a protector.



<https://play.google.com/store/apps/details?id=io.ohilo.DriftUp>



Move Or Not (2023)
Fast-paced motion-puzzle where you decode expressions and move to select the answer in time.



<https://play.google.com/store/apps/details?id=io.ohilo.MoveOrNot>
<https://apps.apple.com/in/app/move-or-not/id6450732189>

Experience

Apr 2023 – Sep 2025 Jaipur



Game Designer
Ohilo 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



AJEENKYA
D Y PATIL UNIVERSITY
THE INNOVATION UNIVERSITY

Ajeenkya 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