Yash Soad Saxena →

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Game Designer
Game Producer

Awards

WSIS Award 2022
ACGM 2021
G4C Best Gameplay Mention
Games Industry Africa GIA
Games Industry Africa GIA
GD Bay Nomination
Global Game Jam 2016

Technical Skills

- Game and Level Design
- Serious Game Design
- Agile Project Management
- Economy, Progression and Gameflow
- Game Monetization
- Pitch Deck, Project Scoping and Fundraising

Additional Skills

- Game Narratives
- Board Game/ Digital Board Game
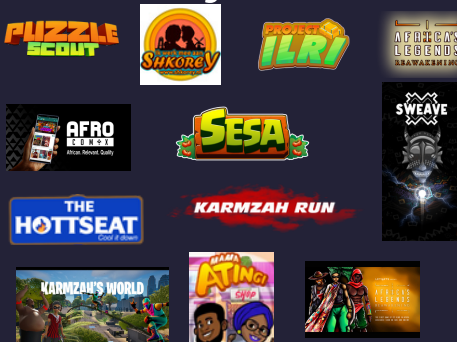- Game UI/UX Design

Education

Bachelour's degree in Game Design and Project Manangement from DSK Rubika , Pune 2013 - 2016

Africa's Legends Franchise - 80,000+ downloads
Hottseat (live ops) - 200,000 players
HTML - 10 Games , 15k DAUs and 60K MAUs

Total Projects : 25+
Games Shipped: 11 +
Funding Secured : 60k $ (Leti Arts)

Projects

Profile

A game designer with 8+ years of experience crafting immersive gameplay, engaging mechanics, and narratives across casual, serious, and educational games. Specializes in blending cultural authenticity with innovation to create meaningful and captivating player experiences.

Game Design Intern
Tryhard Entertainment
2016
→
Game Designer
Tryhard Entertainment
2017-2020
→
Game Designer
Leti Arts (freelance)
2021-2021
↓
Studio Producer
Leti Arts
2022-2024
←
Lead Game Designer
Leti Arts
2022-2022
←
Game Designer
Leti Arts (Full-Time)
2021-2022

Work Experience

Lead Game Designer/ Studio Producer
Leti Arts, Obojo Ghana July 2021 - July 2024

Studio Producer
- Defined **project deliverables, timelines, and milestones** for the team.
- Used **Trello, Miro and Slack** for task tracking and team workflow management.
- Set up **Miro boards** to facilitate **team collaboration, brainstorming, and documentation.**
- Coordinated **cross-disciplinary teams**, ensuring alignment on goals and timelines.
- Managed **fundraising** efforts, including **pitch decks and grant applications.**

Key Highlights
- Increased the team size from 5 members to **20+ active full-time and part-time members**.
- Developed **4 new IPs** for the studio from scratch. Ensured efficiency from **brainstorming to game release** closely working with **art and developement team**. *(Karmzah Run, Sweave, Puzzle Scout, Sesa)*
- Successfully piloted **World Food Programs's game SESA**, which was very well recieved.
- Secured funding for **Karmzah Run** through **ACGM (20,000 Euros)**, for **Puzzle Scout and Sweave (20,000 Euros)**
- Shipped more than **20 projects** as the lead for the company.

Lead Game Designer
- Conceptualized and designed **core gameplay, game mechanics, systems and game loops** for various games. *Example - Puzzle Scout, Hottseat, Ilri, AL Match 3, Karmzah, Sesa*
- Developed engaging **narratives and storylines** for games like *Karmzah Run, Puzzle Scout, Sesa, and Sweave.*
- Authored **Game Design Documents (GDDs), balancing sheets, and art asset lists** for various projects. *Example - Sweave, Puzzle Scout, Sesa, AL Match 3, Hottseat, etc*
- Created **level designs and map designs** for our games like **Karmzah Run, Sweave, Sesa**, etc.
- Worked on **serious games**, integrating **educational content** and design games inducing **behavioural changes**. *Example - Sesa, Puzzle Scout, ILRI, Karmzah Run, Shkorey*
- Designed **monetization** for internal games, **F2p and Premium**.
- Worked closely with the **testing team** to **balance mechanics, pacing and player experience**.
- As Art Director and Project manager, I worked closely with the team of artists to come up with **visual and aesthetics** for the game. From **color schemes to assets delivery** making sure to deliver best quality output to the client. *Example - Shkorey, Mama Atingi, Puzzle Scout, Sweave*, etc.

Game Designer
Tryhard, Pune June 2016 - June 2020
Game Designer/Level Design
- Worked on the **game design documentation and the art asset list**.
- Designed a **set of levels** for the game. Also designed **the theme** and **created art assets.**
- Worked closely with the **art team** to better coordinate the work flow.
- Worked on **Unity** to import levels from Rambox to A Trail.

Key Highlights
- First hand experience of **Unity3d game Engine**
- **Designed levels** and also the **art assets** for them.
- Learnt a lot about **game pacing** and **balancing.**

Connect Now :
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Casual Games | Serious Games | Cutural Game Design | Game Monetization | Project Management | UI/UX Design | Level Design | Pitches/Fundraising | Game Production | Education Games| Art Direction | System Design | Narratives | AR/VR | Business Development | Unreal Engine | Unity 3d | Construct