

RIDAM RANA

Game Designer

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SUMMARY

Creative and dedicated game designer with a strong foundation in systems design, worldbuilding, and rapid prototyping. Skilled at crafting engaging, player-first experiences backed by a deep understanding of game mechanics and design principles. Continuously evolving with new tools and ideas, and eager to contribute to innovative projects that push the boundaries of interactive storytelling and gameplay.

EXPERIENCE

Game Designer

Appsoleut Games

10/2022 - Present Gurgaon, India

- Designed engaging game mechanics, environments, and feature concepts across multiple projects.
- Developed narrative elements, lore, and character/world backstories to enhance immersion.
- Built camera systems for vehicles and player characters with a cinematic gameplay feel.
- Worked closely with 3D artists and UI/UX designers to bring ideas from sketches to fully playable systems.
- Created clear design documentation and visual references to align teams on gameplay vision.
- Contributed to live game feedback and iteration cycles to improve player experience.

LANGUAGES

English Proficient



Hindi Native



STRENGTHS

Creative Thinking

Always exploring fresh, fun ideas that stand out.

Game Systems

Strong understanding of how mechanics work and connect.

Collaboration

Work smoothly with artists, devs, and other designers.

SKILLS

Gameplay Loops Flow 3Cs

Level Design Gameplay Design

Level Blockout

Unreal Unity MS Office Figma

Photoshop Jira Sourcetree

EDUCATION

Bachelor of Science in Art and Game Design
Chandigarh University

2019 – 2022

- Specialized in core game design principles with a focus on 2D art and animation.

HOBBY

Discovering Music

Always digging for new tracks — from ambient loops to pure chaotic noise. Music fuels my creative energy.

Game Dev Deep Dives

I love watching devlogs, behind-the-scenes content, and postmortems to understand how games truly come to life.

Speedrun Curiosity

It's fascinating to watch speedrunners break games with precision and creativity — I learn a lot about design limits that way.

Modding Games

Playing with modding tools and tweaking game elements is one of my favorite ways to learn and experiment with design.

Video Editing

I enjoy capturing gameplay moments, creating edits, and telling visual stories through motion.