RIDAM RANA

Game Designer

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PROFESSIONAL SUMMARY

Versatile Game Designer with **2+ years of professional experience** creating engaging player experiences across multiple shipped titles. Proven ability to improve player retention through **data-driven design decisions** and successful **community management**. Strong technical skills in Unity, Unreal Engine, and comprehensive game development pipeline from concept to launch.

PROFESSIONAL PROJECTS

Car Driving Multiplayer (Open World RPG Racing Sim)
System & World Designer   2024 - 2025

Cross-platform RPG racing simulation responsible for R&R documentation, GDD creation, and open-world design balancing exploration with racing mechanics.

- Created scalable mission templates for future content expansion
- Designed cinematic camera systems enhancing gameplay experience
- Developed economic progression systems balancing player engagement
- Successfully launched on App Store with positive reception

FEATURED PROJECTS

LoopBound (Survival Horror)
Game Designer & Creative Director   2024 - Present

First-person survival extraction shooter with PS1-inspired horror aesthetics. Complete design ownership from concept through comprehensive documentation.

- Created comprehensive world with 5 distinct biomes and rich lore system
- Designed complex survival mechanics balancing realism with supernatural elements
- Developed complete GDD with 50+ pages of detailed documentation
- Pioneered innovative use of retro aesthetics for modern horror design

Chaos Chess
Game Designer & Systems Developer   2024 - Present

Strategic chess variant with random card-based effects. Complete ruleset creation with comprehensive balance testing.

- Designed 50+ balanced cards with varying strategic impact levels
- Created alternative win condition mechanics maintaining chess essence
- Developed two-phase turn system combining strategy with controlled chaos
- Established complete ruleset with comprehensive card database

PROFESSIONAL EXPERIENCE

Game Designer
Appsoleut Games

October 2022 - Present
Gurgaon, India

▸ **Designed engaging game mechanics, environments, and feature concepts** across multiple projects including Car Parking Driving School and Car Driving Multiplayer

▸ **Contributed to Car Driving Multiplayer development** - Cross-platform RPG-inspired racing simulation with open-world design

▸ **Developed narrative elements, lore, and character/world backstories** to enhance player immersion and engagement

▸ **Built camera systems for vehicles and player characters** with cinematic gameplay feel enhancing user experience

▸ **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 and project goals

▸ **Contributed to live game feedback and iteration cycles** to improve player experience and retention

▸ **Improved player retention by 34%** through data-driven level design and difficulty balancing

Community Manager
Car Parking Driving School (CPDS)

2023
Mobile Game Community

▸ **Managed multi-platform digital presence** across Instagram, TikTok, Discord, and YouTube channels

▸ **Grew Instagram community to 100K followers** through strategic content planning and consistent engagement

▸ **Scaled YouTube channel to 100K subscribers** creating viral short-form content with high engagement rates

▸ **Developed diverse content strategy** combining informative tutorials with entertaining gameplay highlights

▸ **Created exclusive playtester program** with custom badges and early access privileges

▸ **Managed active Discord community** facilitating communication between players and developers

▸ **Produced high-quality multimedia content** including graphics, videos, and interactive posts

▸ **Implemented data-driven content optimization** resulting in increased reach and community retention

▸ **Established feedback systems** resulting in consistent, high-quality player input across game versions

EDUCATION

Bachelor of Science
Art and Game Design
Chandigarh University

2019 - 2022

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

CORE STRENGTHS

Player-Centric Design	**Data-Driven**
Community Building	**Proven Results**
Technical Implementation	**Multi-Engine**
Content Creation	**Full Pipeline**

LANGUAGES

English	**Proficient**
Hindi	**Native**

TECHNICAL SKILLS

Game Engines & Tools

Unity · Unreal Engine · Blender · Figma · Photoshop · Jira

Core Competencies

Gameplay Loops · Player Flow · 3Cs · Difficulty Balancing · Player Analytics

Design Specialties

Systems Design · Level Design · World Building · Narrative Design · Economic Design

Additional Skills

Community Management · Content Creation · GDD Documentation · Playtesting