



VIKALP SINGH

G A M E D E S I G N E R

CONTACT

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EDUCATION

2017-2021

ICAT DESIGN AND MEDIA COLLEGE

- Bsc in Game Design and Development

SOFT SKILLS

- Project Management
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

HARD SKILLS

- Level Design
- Storytelling and Narrative
- Scripting and Programming
- Game Mechanics Design
- Game Monetization
- UI & UX
- Prototyping and Iteration

PROFILE

Immersive and adaptable Game Designer with over 3 years of experience crafting gameplay mechanics. Skilled in hybrid casual and puzzle game design with strong cross-functional collaboration, live-ops support, and technical implementation using Unity and C#.

WORK EXPERIENCE

YSecIT

2022-2025

Game Designer

- Created game design documents to specify the game's concept, story, characters, environment, and other elements.
- Collaborated with artists, programmers, and producers to ensure the successful implementation of game designs.
- Implemented new features into existing games based on user feedback.
- Wrote scripts for cutscenes and dialogues that were used in-game.
- Designed and implemented gameplay systems for VR experiences, including player customization, mission loops, and UI/UX flows.
- Led live-ops coordination from production to deployment, ensuring timely content updates and feature releases.
- Collaborated with developers and artists to translate game concepts into production-ready assets.

Beyondoo Games

2021 - 2021

Game Developer

- Developed game logic in Unity (C#) with a focus on core gameplay systems and UI interactions.
- Created design documents detailing game concepts, characters, and level layouts.
- Implemented features based on user feedback and collaborated with marketing on promotional assets.

Freelancer

2021 - 2022

Content Writer & Web Developer

- Wrote game narratives for sci-fi and RPG concepts, including character development and dialogue systems.
- Designed and developed responsive websites with third-party API integration and custom UI components.

GAME ENGINE

- Unreal Engine (Blueprint Visual Scripting) – for gameplay logic, triggers, and level event scripting.
- Unity (C# Scripting) – for mechanic prototyping, level interactions, and tool development.

PROTOTYPING TOOLS

- Machinations.io – for system design and economy balance prototyping.
- Miro / Figma – for level flowcharts, UX mockups, or encounter maps.
- Notion / Google Sheets – for balancing, XP curves, and system iteration prototypes.

PORTFOLIO

- <https://drive.google.com/drive/u/6/my-drive>
- https://www.youtube.com/playlist?list=PL2U0vMdz6PkBv_8CqXw8bl1gAXFdo4WaW
- <https://vikgau10.artstation.com/>
- <https://www.linkedin.com/in/vikaspsingh10/>

Liquid Nitro Games Contract (6 Months)

2025 - 2025

Game Designer/Level Designer

- Worked on 2 projects as game designer/level designer in unity
- Designed and balanced multiple levels for a high-performing mobile title that achieved 10M+ downloads globally.
- Created dynamic obstacle layouts, enemy pacing, and environmental storytelling for competitive, replayable gameplay.
- Collaborated cross-functionally with design, art, and QA teams to refine player flow and game feel.

PROJECTS

Hybrid Casual Game (Personal Project)

Role: Game Designer (GDD, Systems, Monetization)

- Designed the core gameplay loop, system design, and monetization strategies for a hybrid casual mobile title.
- Developed mechanics tailored for short session depth, retention hooks, and ad-based monetization.
- Focused on scalable systems and in-game economy to support long-term engagement.

Puzzle Game (Personal Project)

Role: Game Designer (GDD, Wireframes)

- Crafted puzzle mechanics and level progression systems with increasing complexity and player skill expression.
- Created wireframes and UI mockups for gameplay screens and menus, aligned with casual player expectations.
- Focused on intuitive tutorials and satisfying feedback loops for onboarding and retention.

2D Platformer Rpg in Unity (Personal Project)

Role: Game Designer (GDD + Prototype Implementation)

- Designed the core loop, gameplay mechanics, system design, level layouts, in-game economy, and enemy behaviors.
- Built progressive difficulty and challenge pacing through level design.
- Focused on movement fluidity, enemy patterns, and player reward systems.

2D Mobile Hypercasual (Personal Project)

Role: Developer (Core Mechanics & Progression Only)

- Worked on the core mechanics (tap interaction), game progression structure, reward systems, and difficulty curve tuning.
- Designed gameplay for short, addictive sessions targeting high retention and virality.
- Balanced rewards and challenges to keep engagement high.

LANGUAGES

- English (Fluent)
- Hindi (Native)

ACHIEVEMENTS

- Game Jam Participation award 2016.
- Launched a gaming merchandise startup during college

3D Souls game System Design UE5 (Personal Project)

Role: Game Designer/Technical Designer (Unreal Blueprint)

- Lock-on-based melee combat system.
- light & heavy attacks with combo logic.
- Stamina management affects attacks, dodge, and defense.
- Dodge/roll with invincibility frames.
- Enemy AI with attack patterns and telegraphs.
- Camera and movement tuned for close-quarters combat
- Assets used from Quixel Bridge/Fab include swords, bosses, characters, and environments.

3D Shooting System Design in UE5 (Personal Project)

Role: Game Designer/Technical Designer (Unreal Blueprint)

- Fast and responsive shooting logic
- Aiming system with camera zoom
- Reload system with animations
- Semi-auto & full-auto firing modes
- Weapon switching between multiple firearms
- Muzzle flash, bullet impact VFX, and sound FX
- Ammo system fully integrated with UI
- Organized weapon base class for scalability

Recoil and aim offset will be implemented next to make the weapons feel more complete.