

EKALAVYA SONI

Game Producer
Lead Game Designer



Varanasi



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PROFESSIONAL SUMMARY

I began my career as a Game UI/UX Designer in 2018, utilizing Photoshop and After Effects to create visually appealing and intuitive interfaces. As a Senior Game Designer in 2020, I expanded my skills to include Unity and took on project management responsibilities. In 2021, I advanced to the position of Lead Game Designer and Producer, focusing on comprehensive design documentation, and utilizing tools like JIRA. In 2022, I transitioned into the role of Game Producer, emphasizing effective management and leadership. Today, I am a versatile professional with expertise in game design, UI/UX, project management, and leadership, dedicated to delivering exceptional gaming experiences.

WORK EXPERIENCE

 **Immersive Arts – Turn Base Strategy (War Simulation)**
Game Designer

09/2022 – 01/2023

- Worked as a game producer as well in the company, responsible for overseeing various aspects of game development.
- Took the time to understand the company's work culture and the daily workflow of the team.
- Immersed myself in game documents and gained a deep understanding of how the company should efficiently operate.
- Initially focused on the animation department, leveraging my strong vision and expertise in that area.
- Assumed responsibility for managing freelance work and coordinating with freelancers to ensure timely completion of tasks.
- Took charge of the 3D Model Department, overseeing the creation and implementation of 3D models in the game.
- Led the team in the development of a Paris's build, with the objective of completing specific tasks before the November build.
- Prioritized and directed efforts towards the successful completion of the Paris build, ensuring that all necessary tasks were accomplished.
- Collaborated with cross-functional teams, such as programmers, artists, and designers, to align efforts and achieve project goals.
- Monitored project progress, identifying, and resolving any bottlenecks or issues that could hinder development.
- Maintained clear communication channels with team members, providing guidance and support as needed.
- Actively participated in meetings, brainstorming sessions, and decision-making processes to contribute to the overall game development

ACADEMIC BACKGROUND

Post Graduation – Game Design & Development

[ICAT Design & Media College](#)
2017

B.A Economics Hons

[Banaras Hindu University](#)
2015

Softwares & Skills

Skills

- Management
- Leadership
- Scrum Master
- Game Feature, Level Design
- UI & UX Design
- Video Editor
- C# Game Prototype

Softwares

- Jira
- Confluence
- GitHub
- SourceTree
- Unity
- Photoshop
- After Effects

Links

[Behance](#)

[Youtube](#)

[Linkedin](#)



Black March Studio – Turn Base Strategy Game
Game Producer & Lead Game Designer

05/2021 - 08/2022

- Designed features, built prototypes, created interactive narration, and developed the game's mechanics.
- Setup the Agile workflow and made production flow smoother and active.
- Designed the project pipeline by implementing all features flow from the starting menu till End Credits.
- Creating Mood Boards with character artists to understand the structural anatomy of creatures and human units (Ninja, Berserker) as well.
- Worked on wire frames of UI for the entire game and helped 2D artists to make relatable UI panels and Icons keeping design flow in mind.
- Worked on VFX with Technical Artist to get excellent output.
- Worked with a Narrator and 2D artist to get storyboards and then provide direction to animators for Cutscenes.
- Looked into Blackouts for Levels and polished the final art with a 3D Environment artist.
- Setup all the feature implementation with programmers and smoke test before weekly playable build.
- Designed the gameplay animation list and worked with 3D Animator to execute with final polish.



BooBoo Games – Hyper Casual Games
Senior Game Designer

08/2020 - 04/2021

- Designed at least 4 unique mechanics on an average daily for a hyper casual game.
- Took care for execution of approved ideas into the game.
- Worked with animators, 3D artists and programmers to have at least a game out in a couple of days.
- Applied Agile workflow for client workflow.
- Tracking KPI for each game and finding the retention methods for each game in the market.
- Finding best ways of getting better KPI and looking into the latest trend to update with the Hyper Casual market.
- Initially making videos for the game which gets high KPI's and then immediate attempt to get final output as soon as possible.

SOFT SKILLS

- Strategic planning
- Meeting Notes
- Project scheduling
- Lean Startup Thinking
- Agile Software
- Scrum Management
- Meeting moderation
- Goal and conversion tracking

Hard SKILLS

- Storyboards
- Scripting
- Character's Design
- Game Mechanics
- Animation

Strengths

- **Interpersonal Skill**
Listen attentively, speak carefully and treat everyone respectfully
- **Result Oriented**
Focus on the key goals and deliver results with excellence.
- **Life-Long Learner**
Never done learning and always seeking to improve.

- Created game design document for card game (poker).
- Made a PokerMagnet game from scratch with programmers.
- Worked on Vertical and Landscape Game UI.
- As a 2D Artist and UI designer I single handed made assets and UI panels for the entire game.
- Worked on Social media content with Product manager and Social media manager for Social media platform.

Projects

[Immersive Arts \(Game Example\)](#)

As I have signed a non-disclosure agreement (NDA) with the gaming company, it is important to respect the terms of the agreement and not disclose any specific details about the game. However, I can provide some general information about turn-based strategy war simulation game.

Turn-based strategy war simulation games typically involve players making strategic decisions and taking actions in a structured turn-based format. These games often focus on warfare and military tactics, allowing players to control armies, manage resources, and engage in battles or campaigns. The gameplay usually revolves around planning, strategy, and decision-making rather than real-time action.

Such games can take place in various settings, including historical periods, fictional worlds, or futuristic scenarios. They may feature different levels of complexity, from casual games to more in-depth simulations that require thoughtful planning and consideration of various factors, such as terrain, unit strengths, and resources.

[Black March Studio \(Crimson-Tactics: The Rise of White Banner\)](#)

Crimson Tactics: The Rise of The White Banner brings you an epic adventure in the form of a turn-based tactical RPG. Set in a medieval high fantasy world, witness a massive political disruption through the lives of different characters and fight for the fate of Wendalle.

[BooBoo Games \(Hyper Casual Games\)](#)

BooBoo Games designed and Developed 20 games each month. Some of them have high retention periods and survive in the playstore market. In the link above you can go through the games which are in the playstore market.

[RV Online Games \(PokerMagnet\)](#)

Poker Magnet, the best online poker site in India, allows you to have a world class poker game experience and gives you the chance to enjoy the best of online poker with real money while sitting at home!