



PROFILE

Game and level designer with nearly a year of industry experience, contributing as a core member in a startup. Skilled in designing engaging mechanics, balancing difficulty, and optimizing player progression to enhance retention and gameplay experience.

PORTFOLIO

Explore my portfolio showcasing level designs, game mechanics, game breakdowns, and technical proficiencies:

[Portfolio Link](#)

CERTIFICATIONS

- Game Design: Art and Concepts (Specialization), California Institute of Arts, Nov 2023.
[Credential ID - J3U868ZSB3Q7](#)
- Foundation of User Experience (UX) Design, Google, Feb 2023
[Credential ID - UKMQM7YYP9M3](#)

SKILLS

Ideation, Innovation, Designing, Documentation, Prototyping, Presentations, Teamwork, Leadership, Quick and Eager Learner

CO-CURRICULARS

- Member of Virtual Reality and Gaming Club VIT Bhopal
- Organising Team e-sports tournament for AdVITYa (University Fest)
- Engaging with gaming communities via Twitch streaming and content creation

HOBBIES

Gaming, Streaming on twitch.com, Reading, Music

CONTACT

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NIKHIL GARG

WORK EXPERIENCE

➤ AiroPuzzle Games – Game Designer

May 2024 – Present

- Major contributor to the level designs as well as other processes.
- Led the redefinition of the level design process at Airoclip.
- Responsible for **level design, writing specs** for new events/mechanics, and ensuring they are implemented correctly.
- Worked on levels and design for Hexa Dreams and Tap Hexa
- Cumulative Google play store downloads: 100k+
- Playstore links-
 - Hexa Dreams: [Click Here](#)
 - Tap Hexa: [Click Here](#)

➤ Gamer2Maker – Trainee Game Designer

Jun 2022 – Aug 2023

Learnt and applied the principles of game design under the guidance and mentorship of Mr. Rahul Sehgal

- Learnt and applied the principles of game design
- Entire development cycle including pre-production & scoping in developing a game project
- Learnt in detail about Free-to-play game design theory
- Project details-**
 - The War Within - A narrative driven first person shooter
 - Inspired from Gris, based on the 7 stages of grief the war within posed a unique design challenge to invoke particular emotion in each level.
 - Worked on narration and designing and implementation of level designs using 3D assets in Unity Engine in accordance with mechanics and the narrative.
 - Link: [Click Here](#)

Reference – Mr. Rahul Sehgal, Co-Founder and Lead Instructor, Gamer2Maker, +91 9949095118

➤ RACE Eco Chain Ltd.– Intern Executive for IT enablement

Oct 2022 – Jan 2023

Worked on building an android app for the company

- This application aims at introducing next level trackability and traceability in lower chain of recycling of PET bottles
- This application is a novel pilot project which is currently in implementation phase

EDUCATION

Vellore Institute of Technology (VIT), Bhopal

B.Tech – Computer Science with Specialization in Gaming Technology

September 2020 – Present

CGPA – 8.65

Vishwa Bharati Public School

Class 12th (2020) – 94.6% (CBSE Board)

Class 10th (2018) – 94.8% (CBSE Board)