

Prafulla Oimbe

Game Designer

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Objective

Work as a Game Designer and use my skills and gaming knowledge for creating great games and helping the company to progress. Work with creative people and create fun and entertaining experiences for players with innovative ideas.

Experience:

Professional: (Game Design - April 2015 to Present)

- Worked as game designer on Monopoly Slots, Bejeweled Blitz, Deer Hunter Classic, Farmville 2 and taking care of Live Ops of the game.
- New feature design, level design, new content and improving existing features.
- Worked on game System design, game economy balance, tuning
- Designing new game mechanics and making prototypes in Unity for new features.
- Pitch new game / feature ideas, conduct brainstorm session
- Data driven design – improving the game mechanics by data analysis.
- Competitor's game and feature analysis to decide feature path for game.
- Working with game producers to decide road map for the game
- Excellent in creating detailed game design documents, design flow charts, algorithms, presentations, art & UI mockups

Personal

- Excellent at creating game prototypes in Unreal Engine 4 and Unity including Game Design, Level Design, 3D World Design, New Mechanics using Visual Scripting.
- Designing mods/levels in games like Elder Scrolls V Skyrim, Far Cry Series, Fallout 4, DOOM & Portal.
- Experience working in various game engines - Creation Engine by Bethesda Game Studios, Dunia Engine by Ubisoft Games, id Tech by id Software, Source by Valve.
- Creating basic art and UI using Photoshop.

Game Design - Professional Roles and Responsibilities

Lead Game Designer ([Super Huge Studios](#), April 2021 to Present)

- Leading Game Research for new project - conducting market and competitor analysis
- Conducting User / Player research on insights for product
- Personas development for product design and & design the game accordingly
- Finalizing the core design of the game which realizes the vision of the company
- System design - complete system design for Arena Trophy system, Realtime Multiplayer system, Matchmaking system, Chat system, Dynamic bot difficulty system etc.
- Brainstorm innovative ideas and bring them to life via rapid prototyping
- Writing Game Design Documents and detailed design specs for the features and mechanics
- Setting up content pipeline to be followed by content and level designers during Live Ops
- Developed a schema for Level Design to be followed by junior level designers
- Worked closely with Mark Skaggs (legendary game designer of Command & Conquer and FarmVille franchises)
- Being part of Core Team, helping in various company level decision making
- Data analysis to take better design decisions
- Additional responsibility of UX designer defining the UI for the game

Game Design Freelance Work ([July 2020 to Jan 2021](#))

- Worked for a German Game Studio Squeakosaurus on an unannounced game as Level Designer and Game Design Consultant
- Initial Level Design (graybox) for a US studio Take10 Animation on a wildlife exploration game
- Worked with XANSR Technologies - India, as consultant game designer and helped in acquiring the LiveOps rights for Temple Run 2
- Puzzle design for BroadbandTV Corp a Canadian Game Studio on Spy Ninja Network - Chad & Vy as mini game Level Designer

Farmville 2 ([Zynga Games](#) - June 2018 to November 2019)

- Worked on creating new innovative features - Lead the team of designers to Introduce a playable Tractor into game for the first time in 7 years of game life
- Added new mechanics to the game
- System Design for the new features of the game - created a CCG system

- Using telemetry data to analyze the feature and make improvements
- Writing Design Specs for the features - 1 Pager and detailed Game Design Document
- Brainstorming with team on new ideas and features
- Worked with Product Managers on monetization strategies
- Collaborating with Community Managers to understand player feedback & expectations
- Collaborating with different departments to bring new ideas to life
- Conceptualizing and Finalizing art and animation with artists
- Mentoring and collaborating with junior designers

Deer Hunter Classic

([Glu Games](#) - May 2017 to May 2018)

- New features and game improvements
- Setting up the content release plan and creating content
- Level Design for the new missions - created hundreds of levels every month
- Collaborate with other designers and Product Manager to plan ingame events and sales
- Mentoring and guiding junior designers on design processes
- Worked on game road map with product owners
- Feature spec and story writing (Confluence / JIRA)
- Providing new weapon requirements to Art team for new seasonal events
- Brainstorming and pitching new game ideas
- Game Economy balancing and System Design

Bejeweled Blitz

([EA Games](#) – June 2016 to April 2017)

- Designed Daily Challenges
- Created user engagement events with seasonal content in Live Ops
- Ideating and designing new content for feature updates
- Ideating and designing new features for the game
- Rare Gems score balancing and finalizing mechanics
- Participating in feature Brainstorm and Sprint planning
- Writing Game Design Document with Sr. Designer
- Live Operations – game improvements as per community feedback
- Story/Ticket writing for new feature implementations

Monopoly Slots

([EA Games](#) – Apr 2015 to May 2016)

- Designed new slot machines and mechanics
- Working on new content for existing slot machines
- Balancing the slot machine economy by working on RTP values
- Worked on new Jackpot system and Daily Quest features
- Using data analytics to tweak existing slot machines

QA - Professional Roles and Responsibilities

Multiple Games

([EA Games](#) – Jul 2010 to Mar 2015)

- Worked as Dev QA / Sr QA Analyst on in house games - Monopoly Slots, Monopoly Bingo, Tetris Blitz for Android, iOS and Facebook platforms.
- Worked as QA Analyst on other games such as - FIFA, NFS The Run, Harry Potter and the Deathly Hallows, Plants vs Zombies, The Sims Freeplay, The Simpsons: Tapped Out, Mortal Kombat, Sims Medieval, Tetris 2011, World Series Of Poker
- Writing Test Cases, Implementing Test Plan, Finding out edge cases for new features, Conducting playtest, Confluence & JIRA - scrum ticket writing and bug tracking

Multiple Games

([Globalstep Services](#) – Jun 2009 to Jul 2010)

- Worked as Test Engineer/QA Lead on various Disney Studio projects on PS3, Xbox 360 and Nintendo DS
- Worked on - Split Second, Toy Story 3, Tron Evolution, Alice In Wonderland, Fairytale Fights
- Bug reporting, bug regression and handling QA reports & communication with clients

Skills

- Excellent in Unreal Engine 4 Level Design & building new Mechanics with Blueprints visual scripting.

- Good at Unity – Level Design, World Design, Prototyping
- Well versed with game Live Operations services, client and server side features, DAU, MAU, DARPU, ARPU, acquisition, engagement, monetization, player retentions strategies and game balancing
- Knowledge of different genres of games and what makes them fun.
- Excellent understanding of different game mechanics, level design, system design, balancing, controls, data driven game design
- Other Software and Tools Knowledge –
 - Visual Scripting (Blueprints)
 - Perforce
 - Confluence and JIRA
 - Video Editing software
 - Spreadsheets & other Microsoft Office tools
 - Adobe: Photoshop, XD
 - Various Game Engines
- Good knowledge of Bethesda's Creation Kit for making mods in games like Skyrim and Fallout 4.
- Experience in game engine level editors for games such as DOOM, FarCry, Portal to create new levels.
- Good knowledge of PC hardware and working experience on different consoles and mobile/tablet devices.

Education

Bachelor of Science (Computers)

(Amravati University)

- Completed Graduate Degree in Computer Science along with Mathematics and Physics
- Basic knowledge of programming languages: C & C++

About Me

I'm a passionate gamer and game designer. I like all different genres of games. I spend most of my time – playing games on various platforms, working on my game prototypes with new ideas. I like following game articles, reading game books, interviews, development diaries, game industry trends, new technology, games history and space. Apart from gaming I'm a big fan of Lord of the Rings and Star Wars.