

Prafulla Oimbe

Game Designer

Portfolio: prafullaoimbe.github.io

Mail: prafulla_oimbe@yahoo.co.in

[LinkedIn:](#)

Objective

Work as a Game Designer and use my skills and gaming knowledge for creating great games and help 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.
- Creating new features, content and improving existing features.
- Designing new game mechanics and making prototypes in Unity for new features.
- 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
- Monopoly Slots - tweaking different slot machines and balancing it.
- Level Design in Unity for Deer Hunter Classic.
- Game balancing in Bejeweled Blitz and Farmville 2.
- Excellent in creating detailed game design documents.

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

Game Design Freelance Work

(July 2020 to Present)

- Worked for a German Game Studio Squeakosaurus on a 2D racing game as Level Designer and Game Design Consultant.
- Worked as Level Designer for a US studio Take10 Animation on a wildlife exploration game.
- Worked with XANSR Technologies, India as game designer and helped in acquiring the LiveOps rights for Temple Run 2.
- Worked with BroadbandTV Corp a Canadian Game Studio on Spy Ninja Network - Chad & Vy as Level Designer

Farmville 2

(Zynga Games - June 2018 to November 2019)

- Worked on creating new innovative features - Introduced a playable Tractor into game for the first time in 7 years of game life
- Added new mechanics to the game
- Writing Design Specs for the features - 1 Pager and detailed Game Design Document
- System Design for the new features of the game
- Brainstorming with team on new ideas and features
- Collaborating with different departments to bring new ideas to life
- Conceptualizing and Finalizing art and animation with artists
- Using telemetry data to analyse the feature and make improvements
- Mentoring and collaborating with junior designers

Deer Hunter Classic

(Glu Games - May 2017 to May 2018)

- Worked on 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 on in game 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)

- Creating Daily Challenges
- Creating user engagement events with seasonal content
- Ideating and designing new content for feature updates
- Rare Gems score balancing and finalizing mechanics
- Ideating and designing new features for the game

- Writing Game Design Document with Sr. Designer
- Live Operations – game improvements as per community feedback
- Story/Ticket writing for new feature implementations
- Participating in feature Brainstorm and Sprint planning

Monopoly Slots

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

- Ideating on 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 and Quest features

QA - Professional Roles and Responsibilities

Various 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

Various 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 sending daily QA reports to 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
- 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
 - Perforce

- Confluence and JIRA
 - Microsoft Office
- Video Editing software
- Photoshop
- Good knowledge of Bethesda's Creation Kit for making mods in games like Skyrim and Fallout 4.
- Knowledge of 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 with Mathematics and Physics.
- I've basic knowledge of programming languages: C & C++

About Me

I'm a passionate gamer and game designer. I like different genres of games – RPG, FPS, Sports, Simulation, Action, MMO, Platformers, CCGs, Point & Click Adventure and Casual. I spend most of my time – playing games on PC, PS4, mobile, 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.