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 help the company to progress. Work with creative people and create fun and entertaining experiences for players with innovative ideas.

Experience:

Professional: (Game Design)

- Worked as game designer on Monopoly Slots, Bejeweled Blitz, Deer Hunter Classic, Farmville 2.
- Creating new features and improving existing features.
- Tweaking the 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 games.
- Working with game producers to decide road map for game
- Monopoly Slots - tweaking different slot machines and balancing it in Unity.
- Level Design in Unity for Deer Hunter Classic. Worked on hundreds of levels every month.
- Game balancing by adjusting user XP curve, scoring and rewards.
- Writing game design documents.

Professional: (QA - June 2009 to March 2015)

- Worked as Sr. Quality Analyst in EA on various in house studio mobile projects - The Sims Freeplay, FIFA, NFS The Run, Bejeweled Blitz, Plants vs Zombies, Mortal Kombat, Tetris
- Worked as Test Lead in GlobalStep Game Testing services on Console games on Disney titles (PS3 & Xbox 360) – Toy Story 3, Alice in Wonderland, Split Second and Tron Evolution
- 5+ years of experience in QA on different games and platforms including Console and PC

Personal

- Excellent at creating game prototypes in Unreal Engine 4 and Unity including Game Design, Level Design, Balancing using Visual Scripting or C#.
- Designing mods/levels in games like Skyrim, Far Cry, Fallout 4 and DOOM.
- Good working knowledge of game engines like Creation Engine by Bethesda Games and Dunia Engine by Ubisoft Games.
- Creating basic art and UI elements using Photoshop for personal game prototypes.

Professional Roles and Responsibilities

Farmville 2   (Zynga Games - June 2018 to November 2019)
- Introduced a playable Tractor into game for the first time in 7 years of game life
- Worked on creating new innovative features
- Worked on existing features to improve their gameplay and monetization
- Adding new mechanics to the game
- Creating Specs for the features (Game Design Document)
- Brainstorming with team on new ideas and features
- Collaborating with different departments to bring new ideas to life
- Finalizing art and animation for new features with artists

Deer Hunter Classic   (Glu Games - May 2017 to May 2018)
- Worked on new features and game improvements
- Setting up the content release plan
- Creating content – New regions on a monthly basis
- 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 process
- Worked on game road map with product owners
- Feature spec and story writing (Confluence / JIRA)
- Providing new weapon requirements to Art team
- Brainstorming and pitching new game ideas
- Economy balancing

Bejeweled Blitz   (EA Games – June 2016 to April 2017)
- Creating Daily Challenges
- Creating user engagement events
- Ideating and designing new Rare Gems for feature updates
- Rare Gems score balancing and finalizing mechanics
- Ideating and designing new features for the game

- Discussing and describing new features to Dev and Art teams
- 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 – April 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 Jackpot and Quest features

Skills

- Excellent in Unreal Engine 4 Blueprints visual scripting.
- Good at Unity – can create a game with minimal mechanics from scratch to playable build.
- Well versed with game Live Operations services, client and server side features, DAU, MAU, DARPU, ARPU, acquisition, engagement, monetization
- Knowledge of different genres of game and what makes them fun.
- Good 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 and FarCry to create new levels.
- Good knowledge of PC hardware and working experience on different consoles and mobile/tablet devices.

About Me

I'm a passionate gamer and game designer. I play most 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, sometimes mobile, working on my game prototypes with new ideas, sometimes uploading game videos on YouTube. I like reading the game articles/news, 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.