

Prafulla Oimbe

Game Designer

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Objective: Results-driven Game Designer with a passion for creating innovative and entertaining gaming experiences. Seeking a challenging position where I can leverage my skills and gaming knowledge to contribute to the development of great games and help drive the company's success.

Professional Experience Summary

- Worked on: Farmville 2, Deer Hunter Classic, Bejeweled Blitz, Monopoly Slots, Chess Legends, Chess Blitz.
- Leadership: Led and mentored game designers, UX designer and UI artist
- Game System Design: Designed new game systems, balanced game economy, fine-tuned mechanics
- Features and Level Design: Created new features, levels, and enhanced existing content.
- Design Documentation: Created detailed design documents, flow charts, algorithms, game flows, presentations, UI wireframes.
- Prototyping and Innovation: Developed prototypes using Unity for new mechanics and features.
- Ideation and Brainstorming: Contributed to new games and feature ideas through collaborative brainstorming sessions.
- Data-Driven Design: Improved game mechanics through data analysis.
- Competitive Analysis: Evaluated competitors' games and features to inform decision-making.
- Collaboration with producers & product owners to shape game vision and roadmaps.

Personal Experience Summary

- Prototyping and Design: Created game prototypes in Unreal Engine 4 and Unity, including level design, new mechanics using visual scripting.
- Mod and Level Design: Designed mods and levels for popular titles like Elder Scrolls V Skyrim, Far Cry Series, Fallout 4, DOOM, and Portal.
- Proficiency in Game Engines: Worked with Creation Engine, Dunia Engine, id Tech, Unreal Engine, Unity, Cryengine and Source Engine.

Professional Roles and Responsibilities

Lead Game Designer, Super Huge Studios

(Apr 2021 - Present)

- Led and mentored other Game Designers, UI artist and UX Designer
- Created detailed game design documents and design specifications
- Defined the meta structure of the game and designed various systems including Arena Progression, Trophy System, Realtime Multiplayer, Matchmaking, and Chat Systems
- Brainstormed and prototyped innovative ideas, resulting in the successful implementation of new features

- Conducted market and competitor analysis for new projects, leading to informed design decisions
- Collaborated with cross-functional teams, including engineers, artists and product managers, to bring ideas to life.
- Worked closely with Mark Skaggs on different design items for Chess Legends game (legendary designer of Command & Conquer and FarmVille franchises)
- Developed personas to guide product design and aligned game design accordingly
- Facilitated player feedback sessions to gather valuable insights, effectively incorporating suggestions to enhance game design and optimize player experience.
- Analyzed data to inform design decisions and improve player experience

Principal Game Designer, Freelance

(Jul 2020 - Mar 2021)

- Collaborated with German Game Studio Squeakosaurus as a Level Designer and Game Design Consultant for Pet Racing Rush+ kartrider run
- Designed initial level layouts (greybox) for a wildlife exploration game for US studio Take10 Animation
- Assisted XANSR Technologies in acquiring LiveOps rights for Temple Run 2 as a Principal Game Designer
- Consulted and Designed puzzle levels for Canadian Game Studio BroadbandTV Corp's 'Spy Ninja Network - Chad & Vy'

Game Designer, Zynga Games

(Jun 2018 - Nov 2019)

- Led a team of designers to introduce a playable Tractor into Farmville 2, revitalizing the game
- Designed and implemented new game mechanics and features
- Developed a collectible card game (CCG) system within the game
- Utilized telemetry data for feature analysis and improvement
- Collaborated with product managers on monetization strategies
- Mentored and collaborated with junior designers
- Engaged with the community and incorporated player feedback into design decisions

Game Designer, Glu Games

(May 2017 - May 2018)

- Designed and implemented new features and improvements for Deer Hunter Classic
- Planned and executed content releases and in-game events
- Created hundreds of hunting levels each month in Unity
- Collaborated with other designers and product managers on game roadmap and feature planning
- Balanced game economy and designed game systems

Game Designer, EA Games

(Apr 2015 - Apr 2017)

- Developed new features and content for the game
- Collaborated with senior designers on game design documents
- Participated in live operations for game improvements based on community feedback
- Designed daily challenges and engaged players with seasonal content in Bejeweled Blitz
- Balanced and fine-tuned game mechanics
- Designed new slot machines and mechanics for Monopoly Slots
- Worked on new content for existing slot machines
- Balanced the slot machine economy through RTP value adjustments
- Implemented new features such as the Jackpot system and Daily Quests
- Utilized data analytics to optimize existing slot machines

QA - Professional Experience

QA Analyst, EA Games

(Jul 2010 to Mar 2015)

- Dev QA / Sr QA Analyst for in-house games, including Monopoly Slots, Monopoly Bingo, Sims Freeplay and Tetris Blitz on Android, iOS, and Facebook platforms.

QA Lead, Globalstep Services

(Jun 2009 to Jul 2010)

- Test Engineer/QA Lead for various Disney Studio projects such as Toy Story 3, Tron Evolution, Alie in Wonderlands on PS3, Xbox 360, and Nintendo DS.

Skills

- Unreal Engine 4 and Unity: Proficient in level design, building mechanics with Blueprints, and prototyping.
- Game Design and Mechanics: Proficient in game mechanics, system design, level design, game balancing and data-driven approaches.
- Game Live Operations: Knowledgeable in client and server-side features, acquisition, engagement, monetization, and player retention strategies.
- Game Genres and Enjoyment Factors: Familiarity with different game genres and an understanding of what makes games fun.
- Proficient in applying critical thinking skills to drive innovative game design solutions.
- Effective communicator: Adept at collaborating with cross-functional teams, conveying complex design concepts, and facilitating clear and concise communication throughout the game development process.
- Software and Tools: Proficient in using Perforce, Confluence, JIRA, video editing software, Microsoft Office tools, Adobe Photoshop and XD, as well as various game engines.
- Creation Kit and Level Editors: Experience with Bethesda's Creation Kit for modding games like Skyrim and Fallout 4, as well as level editors for DOOM, FarCry, and Portal.

- Tool & Softwares: Great at Excel, Photoshop, Miro, Microsoft Office Suite, Illustrator, Premier, Adobe XD.
- Hardware and Platforms: Proficient in PC hardware and experienced with different consoles and mobile/tablet devices.

Education

Bachelor of Science - Computers, Amravati University

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

About Me

Passionate gamer and dedicated game designer with a deep appreciation for RPGs set in High Fantasy realms. Proactively explores novel game mechanics and ideas while remaining abreast of industry trends and emerging technologies. Avid consumer of game articles, books, interviews, and development diaries to continuously expand knowledge and expertise. Draws inspiration from beloved franchises like Lord of the Rings and Star Wars. Outside of gaming, finds joy in embarking on exhilarating forest treks and adventure expeditions.