

VEERDHAWAL KHANVILKAR

Game & Level Designer

PORTFOLIO & CONTACT

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PROFILE

- Extensive commercial experience of F2P mobile game designing.
- Specialized in designing of unique and innovative game systems for successful F2P mobile games.
- Deep knowledge of Game System design, Meta-game design and data modeling.
- Proven track record of collaborating well with multi-disciplinary team.
- Experience leader on multiple projects.

CORE STRENGTHS

SKILLS

- F2P Game design
- F2P Economy and progression
- System design
- UX design
- Multiplayer Level Design

TECHNICAL

- Prototyping & Level designing – Unity, Unreal
- UI Wireframing & mockups - Photoshop
- System Data Modeling - Excel
- Game system structures and visual documentation - Visio
- Analytics - Amplitude, Tableau, Flurry,

WORK HISTORY

EXPERIENCED GAME DESIGNER / PikPok / Dec 2019- present

Project – Rival Stars Horse Racing - iOS and Android

Responsibilities

- Monitor and analyze live game metrics to understand player behaviour
- Analyze underperforming features and propose solutions to improve their engagement
- Design incremental features and tweak existing features to create source and sink vectors
- Balance game economy to optimize player progression and reduce player churn rate
- Design live-events and bonus events to increase player engagement
- Design Limited Time Offers to improve payer conversion and ARPDAU performance
- Plan and schedule live-ops to maintain higher player engagement and higher revenue baseline
- Collaborate with the publishing team and the community team to support releases

LEAD GAME DESIGNER / June Gaming Pvt. Ltd. / Oct 2014- Oct 2019

Projects - Tower conquest, Maskgun Multiplayer FPS, Ninjump Dash - iOS and Android

Responsibilities

TOWER CONQUEST

- Tracked and analyzed current KPI metrics for the game.
- Conceived and proposed new features to the team to improve KPIs.
- Designed the new feature Daily Challenge for improving engagement.
- Lead the team to execute the implementation of the Daily Challenge feature.
- Defined new offer system and offers according to tiers.
- Designed new meta-game systems for the game and its sequel. Designed the economy and progression for the same.

MASKGUN

- Directed the initial vision of the game.
- Co-Lead the pre-production phase of the game.
- Assisted the team in defining the pipeline and workflow.
- Designed the content gameplay rules, game systems, game economy and progression.
- Designed and directed the level design.
- Prepared pitch documents of the game for pitching to potential publishers and investors.

NINJUMP DASH

- Designed levels as content release post-launch.

GAME & LEVEL DESIGNER / Cympl Studio, Pune, India / Jun 2013- Oct 2014

Projects- Krishna Run, Rise of defenders- iOS, Android

Responsibilities

KRISHNA RUN

- Designed and integrated 36 levels and its art.
- Designed 9 innovative boss fights.
- Defined and directed the project pipeline and team workflow.
- Lead the team throughout the development.

RISE OF DEFENDERS

- Conceived and pitched the idea of the tower defense game to the management.

- Designed and directed the vision of the whole game.
- Designed the narrative of the game and set the theme for gameplay and art.
- Designed tower behavior, enemy behavior, their attributes and gameplay rules.
- Designed layouts for 15 levels and their enemy waves.

LEVEL DESIGNER / Ubisoft Entertainment, Pune, India / Dec 2010- May 2013

Projects- Prince of Persia- The Shadow and the Flames- iOS, Android, Monster Truck 4 x4- Nintendo 3DS

Responsibilities

PRINCE OF PERSIA- THE SHADOW AND THE FLAMES

- Designed layout of 6 levels.
- Designed 2 boss fights.
- Defined the ingredient and enemy distribution of the levels, pacing and enemy staging.
- Defined the pipeline for designing and integrating the levels into the game.
- Innovated the process of importing layouts designed in Photoshop into the game directly.
- Designed the level design tool for above mentioned method.
- Assisted the lead programmer in finding solutions to implement the level design tool.

MONSTER TRUCK 4 X4

- Designed layouts for 5 tracks of the game.
- Integrated the blockout and collision of the tracks, powerup placements and obstacle placement.

GAME TESTER / Ubisoft Entertainment, Pune, India / Jan 2009- Dec 2010

Responsibilities

- Testing game builds for quality check.
- Reporting issues using Jira.
- Define test cases for the testing.

PERSONAL WORK

LEVEL DESIGNING

Level Name: Facility

Game: Shadowgun Deadzone

Download Link: http://www.veerdhawal.com/shadowgundeadzone_facility.html

Level Name: The HQ

Game: Shadowgun Deadzone

Download Link: http://www.veerdhawal.com/shadowgundeadzone_hq.html

Level Name: Garden of Atarvita

Game: Nexuiz

Download Link: http://www.veerdhawal.com/nexuiz_garden.html

GAME DESIGN AND DEVELOPMENT

Game: Elemental

Genre: Match-3 puzzle

Download Link: <http://www.veerdhawal.com/elementalgame.html>

EDUCATION

Bachelor of Computer Engineering, Pune University	2009
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Diploma in Computer Management Mumbai Board of Technical Education	2003
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