Game & Level Designer

**VEERDHAWAL KHANVILKAR**

**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**

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| --- | --- |
| 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 Atarvirta

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, 2009

Pune University

Diploma in Computer Management 2003

Mumbai Board of Technical Education