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Akshat Agrawal

Lead Game Designer

My Portfolio Link : <https://www.akshat-agrawal.com/>  
<https://www.linkedin.com/in/akshatagrawal92>



I am a Lead Game Designer with over 8+ years of experience, specializing in crafting captivating free-to-play mobile games, particularly in the multiplayer genre. Driven by a passion for pushing the boundaries of interactive entertainment, I strive to create unforgettable gaming experiences.

I have successfully shipped over 35 games and possess end-to-end game design expertise with a strong focus on feature specifications and mechanics. I am proficient in Economy and System design, and I excel as a collaborative team player and mentor for junior designers.

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akshat92a@gmail.com

akshat92a

## Professional Experience

Gametion Technologies Pvt. Ltd.

📍 Navi Mumbai - India

Lead Game Designer

📅 Mar 2025 - Present (6+ yr : since 2018)

Senior Game Designer (Sep 2021 - Mar 2025)

Game Designer (June 2018 - Sep 2021)

MY IMPACTFUL GAME TITLES (Over 26 games shipped)

HIGHLIGHTED GAME TITLES

18+ Installs

CARROM KING™

BALL BLAST TOWER

CALLBREAK KING

ADDICTIVE GAMES

LUDO CITY™

TEEN PATTI KING™

Over 20 games

### Responsibilities at Gametion

- System Design and Economy Balancing:** Developed and balanced game systems and economies, ensuring engaging gameplay experiences.
- UI/UX Wireframing and Prototyping:** Created wireframes and prototypes for user interfaces, providing clear art direction for proposed UI across all games.
- Feature and Content Design:** Designed new game features and enhancements to drive user acquisition, retention, and monetization.
- KPI and Product Roadmap Development:** Established KPIs and developed product roadmaps from prototype to beta launch for various live and new games.
- Documentation:** Created feature specification documents, game pitch documents, and comprehensive game design documents.
- Gameplay and Feature Ideation:** Developed innovative ideas for gameplay and features throughout the game's lifecycle.
- Interdepartmental Collaboration:** Worked closely with all departments to meet project goals and timelines.
- Design Process Standardization:** Created and standardized design processes to meet development needs.
- Competitor Analysis:** Played and prepared teardowns and deep analyses of competitor games.
- Strategic Road mapping:** Developed long-term game roadmaps aligning with strategic goals.
- Mentorship:** Managed junior designers, instructing and mentoring them on implementation, workflow, and tools.
- Data Analysis:** Analyzed game data to propose changes and determine next action steps.

Aaryavarta Technologies

📍 Pune - India

Game Designer

📅 Oct 2016 - June 2018 (1yr 9 mos)

GAMES I'VE DESIGNED (5 games shipped)

JOGA BONITO

GOLASO

TUK - TUK RUSH

BONE FAIRY

SCRATCH SG

### Responsibilities at Aaryavarta

- Requirement Gathering:** Communicated with US and European clients to gather requirements.
- System and Economy Design:** Developed and balanced game systems and economies, tailored to client requirements.
- UI/UX Wireframing and Prototyping:** Created wireframes and prototypes for user interfaces, providing art direction based on client specifications.
- Level Design:** Designed game levels for various projects.
- Project Management:** Acted as scrum master and project manager, ensuring timely and efficient project completion.
- Gameplay and Feature Development:** Generated ideas for gameplay and features throughout the game's lifecycle, ensuring alignment with client expectations.

Moong Labs

📍 Delhi - India

Intern Game Designer

📅 Jun 2015 - Sep 2015 (4 mos)

TITLES I'VE WORKED ON (2 games shipped)

WAY ABOVE

MISSILE JOLT

### Responsibilities at Moong Labs

- Idea Generation:** Developed new game ideas for hyper-casual games.
- UI/UX Design:** Created wireframes and prototypes for user interfaces.
- Documentation:** Maintained game design documents and game pitch documents.
- Level Design:** Designed game levels for both assigned games.

Smart Cloud Infotech Pvt. Ltd.

📍 Pune - India

Intern Level Designer

📅 Jun 2014 - Sep 2014 (4 mos)

NOTEWORTHY TITLES (1 game shipped)

BOB BOOM

### Responsibilities at Smart Cloud Infotech Pvt. Ltd.

- Level Design:** Created and balanced level designs for the game

## EDUCATION

### RUBIKA

#### RUBIKA SUPINFOGAME

📅 Jun 2011 - Sep 2016  
(5 yr - Masters Degree )

🎓 European Master's Degree in Video Game Design & Project Management

## ACHIEVEMENTS



🎓 Achieved notable recognition at NASSCOM for innovative game design

📅 Duration : 48hrs

Won [NASSCOM BYOG] 2014

1st Game: VERDANT (Game Designer/ Level Designer)

Top Finalist [NASSCOM BYOG] 2014

2nd Game: Taxi Run (Game Designer/ Level Designer)

## SKILLS

🎮 Game Design

🎮 Level Design

🎮 Feature Design

🎮 Wireframing

🎮 System Design

🎮 Economy

🎮 UI /UX Prototype

🎮 Analytics

## SOFTWARE

🎮 Documentation

🎮 Wireframing, UI Design, prototyping

🎮 Level Design

🎮 Other

🎮 Jira Software

## HOBBIES

Watching Movies,  
Playing Table Tennis,  
Football , Gym  
Swimming

## DATE OF BIRTH

09.09.1992

## LANGUAGES

### ENGLISH

Native, Professional working

### HINDI, MARATHI

Native