

# Abhishek Kumar

## Game Designer

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[LinkedIn Profile](#)

### Experience

#### YesGnome / Game Designer, System Design

NOV 2021 – PRESENT

Successfully released two mobile games to market, while handling the complete design process from ideation to market release.

Was able to achieve a 7% increase in D1 retention rate and 16% increase in onboarding completion rate, while working on live-ops for the games that are currently released on Google Play Store.

Worked closely with various stakeholders such as clients, project managers and engineers to exceed client expectations, meet project deadlines and to improve our games' optimization standard.

#### Ogre Head Studios / Game Designer, Level Design

MAY 2021 – OCT 2021

Created total of twenty one levels (fifteen main story missions + six side missions) for a third-person on-rails shooter called '*DC League of Super-Pets: The Adventures of Krypto and Ace*'.

Worked on the complete level design pipeline, from greyboxing levels to delivering game ready levels with a focus on moment to moment player engagement and game experience.

#### Zynga / Game Design Intern

AUG 2020 – FEB 2021

Worked on a couple of monthly event features for '*FarmVille 2: Tropic Escape*', under the guidance of senior game designers and product managers.

Was able to implement system design for leaderboard, collection events and monthly event features without negatively affecting the already established KPIs such as player engagement and retention numbers.

**Portfolio Link** / <https://www.abhishekdesigns.net/>

### Education

#### National Institute of Design

2018 – 2021

Master of Design [Digital Game Design]

#### JIIT, Noida – 62

2013 – 2017

Bachelor of Technology [Computer Science]

### Academic Projects

#### Free Press / NID

A narrative card game with tinder-like swipe mechanic for controls. This game is an attempt to see, not just black or white but shades of grey through a reporter's view.

#### Manthan / NID

An interactive card-sequence game inspired by Indic mythology of Amrit Manthan combined with the Large Hadron Collider installed at CERN.

### Skills & Tools

#### Skills:

Game System Design · Rapid Prototyping · Level Design · Game Analysis · Design Documentation · User flows · Wireframes

#### Tools:

Unity  
Microsoft Suite  
Google Sheets  
Photoshop  
Illustrator  
Figma