



# Nitish Jaddu

GAME DESIGNER, GENERALIST

nitish4599@gmail.com @

05 April, 1999 🗓

Hyderabad, india 📍

Telugu, Hindi, English 🗣

## Personal Profile

I'm a versatile game designer with 4 years of expertise spanning multiple platforms and engines. My portfolio features 2 III sports multiplayer titles built in Unreal Engine with cross-platform functionality (PC/mobile/console), alongside 10+ arcade casual titles developed in Unity for mobile platforms. My technical approach balances competitive integrity across different hardware capabilities while creating intuitive gameplay systems. I've developed particular strength in designing player-centric control schemes, implementing adaptive balance systems, and crafting engagement loops that respect player time while delivering meaningful experiences regardless of platform constraints or genre expectations.

## SKILLS

= I have some experience

### ENGINES

UE5 Unity Godot

### SOFTWARE

Blender Maya

Photoshop Figma

Aftereffects Premiere Pro

Visual Studio Rider

JIRA Trello

Notion Obsidian

Excel Office

### GAME DESIGN

Mechanics Systems Economy Character

Camera Controls Balance Levels & Content

AI & Behavior Narrative World Building

### LANGUAGES

C# C++ HLSL

HTML/CSS/JS PYTHON

## EXPERIENCE

### GODS AND HEROES STUDIO

As Game Designer at Gods and Heroes Studio, I crafted intricate gameplay systems that balance player agency with strategic depth. My focus has been developing progression mechanics that maintain engagement across varied player skill levels while integrating monetization elements that feel natural rather than intrusive.

April 2023 - April 2025

SENIOR GAME DESIGNER

### CREATIVE FUN GAMES

At Creative Fun Games, I spearheaded our hybrid-casual initiative, developing a framework that maintained casual accessibility while incorporating deeper progression systems. This approach targeted retention beyond the typical casual game lifecycle while preserving approachable entry points for new players.

2022-2023

LEAD GAME DESIGNER

### FLICK GAMES STUDIO

During my tenure at Flick Games, I specialized in hyper-casual and hybrid casual game design, focusing on creating compelling first-time user experiences that converted to long-term engagement. By implementing a rapid prototyping methodology, I helped develop and test over 20 game concepts, over ten of which progressed to successful market launches.

2021-2023

GAME DESIGNER

### HEVEX CREATIVES

As a freelance graphic designer at Hevex Creatives, I developed visual language systems that extended beyond aesthetic appeal to communicate brand functionality. My background in game design informed my approach to creating interactive brand experiences that engaged users through subtle gamification principles.

2016-2021 (Freelance)

GRAPHIC DESIGNER

## EDUCATION

ICAT Bangalore, India  
2019 - 2021

Game Technology  
Masters of Science (MSc) A Grade

IACG Hyderabad, India  
2019 - 2021

Multimedia Arts  
Diploma A Grade

## CONTACT

@ nitish4599@gmail.com

in Nitish reddy Jaddu

+91 9010 429804

🌐 Nitish.design

📍 Hyderabad, India