



# Nitish Jaddu

GAME DESIGNER, GENERALIST

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05 April, 1999 🎂  
Hyderabad, india 📍  
Telugu, Hindi, English 🗣️

## Personal Profile

I'm a versatile game designer with over 4 years of expertise spanning multiple platforms and engines. Currently working on a Adventure RPG Edu game exploring new way of teaching and learning, My portfolio features 2 Ill sports multiplayer titles built in Unreal Engine with cross-platform functionality (PC/mobile/console, web), 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++ GDSCRIPT HLSL

HTML/CSS/JS PYTHON

## EXPERIENCE

### MENSTRUPEDIA | TIKTAKGO GAMES

- Building a Adventure RPG shell to deliver education through new medium
- Designed engaging gameplay mechanics for wide range of education focused audience.
- Collaborated with artists and developers to ensure cohesive game aesthetics.
- Built various features for non-gamers to consolidate their experience

April 2025 - Current

LEAD GAME DESIGNER

### GODS AND HEROES STUDIO

- Crafted intricate gameplay systems balancing player agency with strategic depth.
- Developed progression mechanics maintaining engagement across varied skill levels while integrating natural monetization elements.

April 2023 - April 2025

SENIOR GAME DESIGNER

### CREATIVE FUN GAMES

- Spearheaded a hybrid-casual initiative, developing a framework that maintained casual accessibility while incorporating deeper progression systems.
- Targeted retention beyond typical casual game lifecycles while preserving approachable entry points for new players.

2022-2023

LEAD GAME DESIGNER

### FLICK GAMES STUDIO

- Specialized in hyper-casual/hybrid casual game design, focusing on compelling first-time user experiences that converted to long-term engagement.
- Implemented rapid prototyping to develop/test over 20 game concepts, with 10+ progressing to successful market launches

2021-2023

GAME 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

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