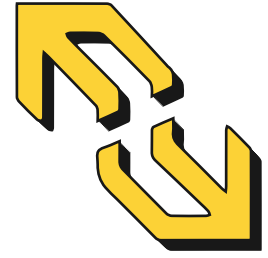




NITISH JADDU



GAME DESIGNER

A Highly creative and driven game designer with Years' of Experience

Education

Masters in Game Tech
ICAT Design and Media
Bangalore, India
2019 - 2021

Diploma in Arts
IACG MULTIMEDIA
Hyderabad, India
2016 - 2018

Skills

Game Design -
Mechanics / Systems /
Economy

UI UX - Wireframe /
Visualization / User flow

Unity Game Engine

Unreal Game Engine

Adobe Suite

Experience

Game Designer - Gods and Heroes Studio
April 2023 - Present

As a Game Designer at The Gods and Heroes Studios, I am responsible for crafting captivating game systems and mechanics that drive engaging gameplay experiences. I also contribute to the project branding efforts while strategically implementing effective monetization strategies.

Lead Game Designer - Creative Fun Games
2022-2023

As a Lead Game Designer at IP Apps, I collaborated with multiple teams to Visualize, Design and deploy Games during my tenure, notable i worked on building the studio's Hybridcasual genre deployment

Junior Game Designer - Flick Games
2021-2023

As a Designer at FG Studios, I collaborated with various members in the team to conceptualise, design and develop to produce games of various genre. Notably HyperCasual, Hybrid Casual, Casual genre were my main focus for this Role.

Graphic Designer - Hevex Creatives

as a freelance graphic designer, I partnered with a range of clients to develop and enhance their brand identities. Utilizing my expertise in visual design, I crafted compelling and memorable creations that effectively communicated each client's unique message and helped them establish a strong presence in their respective markets.

Contact



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