



# Hello, I'm NITISH JADDU

## GAME DESIGNER & DESIGN GENERALIST

A Highly creative and driven game designer with Years' of Experience in the gaming industry. Proficient in game design principles, game mechanics, system design, weapon design, monetization design and game development processes. Adept in using game engines such as Unity and Unreal Engine, and programming languages such as C#. Possess excellent analytical and problem-solving skills, strong interpersonal and communication skills, and a proven ability to work in a team environment to create engaging and innovative games.



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Hyderabad, India

## WORK EXPERIENCE

### April 2023 - Present

*The Gods and Heroes Studio*  
Hyderabad - India  
Fulltime - Onsite

#### Game Designer

- Designed and developed game concepts from the ground up
- Created immersive worlds and storylines that resonated with players and designed engaging gameplay mechanics and systems.
- Specialized in developing monetization strategies and building content that generated revenue.
- Designed user experience (UX) to provide an enjoyable and immersive gaming experience for players.
- Worked collaboratively with a team of programmers and artists to bring game concepts to life

### Oct 2021 - Mar 2023

*Flick Game Studio*  
Hyderabad-India  
Fulltime - Remote

#### Game Designer

- Created immersive worlds and storylines. Expertise in designing Levels, Engine tools, user interfaces and Promo graphics.
- Developed dynamic levels to meet quality standards, providing engaging experiences with highly intricate gameplay mechanics.
- Built 20+ Projects from scratch and helped publishing 15+ projects by collaborating with a team of a programmer and an artist.

### Dec 2022 - Feb 2023

*IP APPS*  
US/Kolkata  
Remote - Freelance

#### Lead Game Designer

- Developed dynamic levels to meet quality standards, providing engaging experiences with highly intricate gameplay mechanics.

### Oct 2021 - Mar 2023

*Hevex Creatives*  
Cloud  
Freelance - Remote

#### Graphic Designer

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

## EDUCATION

### 2019 - 2021

**Masters in Game Technology**  
ICAT | Bangalore

### 2016 - 2018

**Diploma in Arts**  
IACG | Hyderabad

## SKILLS

Game Design - Principles / Systems / Monetization

Unity Game Engine

Unreal Game Engine

Adobe Suite

UI - Sketch / Wireframe / Visualization / Slicing

Branding - Concept / Visualize / Deploy Support