YASEER KHAN

GAME DESIGNER
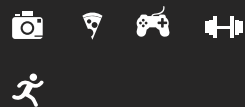
E-MAIL

yaseer898@gmail.com

SKILLS

- UNITY
- PHOTOSHOP
- MONETIZATION
- DOCUMENTATION
- UNREAL ENGINE
- FIGMA MOCK-UPS
- SYSTEM DESIGN

CONTACT

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INTEREST & HOBBIES

PROFILE

As a seasoned creative professional with over six years in the gaming industry, I bring expertise in game design, level design, and scripting. What excites me about games is the marriage of technology and creativity, as well as the convergence of various disciplines to create a truly interactive experience. From designing puzzle games to crafting 2D platformers, building 3D environments, or bringing sports games to life, I strive to always tell a captivating story.

EXPERIENCE

GAME DESIGNER **PlotX/ Hunch (Somish Blockchain Labs) 2022-**

- Designed game elements that balance engagement and ease of use for players.
- Implemented in-game assets, including virtual items stored on the blockchain, allowing for player transactions.
- Collaborated with experienced blockchain developers to integrate technology into game design.
- Incorporated decentralized tournaments, in-game marketplaces, and other blockchain systems into gameplay mechanics through smart contract technology.
- Designed a comprehensive NFT system and gamification elements to enhance the overall gaming experience.
- Lead and put the stepping stone for Live-Ops.
- Desinged and owned Admin Panel to help Live-ops smooth their duties and ease of tech dependencies.

GAME DESIGNER **ALL STAR GAMES (DEFTOUCH) 2021-2022**

- Collaborated with a talented team of developers and artists to design and develop new features and systems.
- Created features, data structures, and onboarding systems for social games.
- Incorporated community feedback into the design of new features.

LEAD PRODUCT DESIGNER **PLAYWHIZ GAMES PVT LTD 2019-2021**

- Collaborated with product managers, developers, and artists to facilitate the successful implementation of new features and systems.
- Expertly managed and delivered on demanding product deadlines with quick development cycles while ensuring top-notch product quality.

LEAD GAME DESIGNER **PixelX Interactives 2019- 2021**

- Create a work environment that is motivating for team members and which fosters development and creation
- Work with the Art Lead, Community Lead, and Product Manager to improve the product and grow the business
- Develop and own the creative road-map for a free-to-play (F2P) game from development to live operations
- Manage and lead Simulation game design team by setting goals and providing ongoing guidance to the team members
- Assess the workload vs. production capacity, plan the work, and set priorities for the game design team

GAME DESIGNER **Richflair Studios 2016-2019**

- Work collaboratively with game developers to find feasible, Low-impact ways to improve the fun and flow of an app throughout development
- Work with other departments to make sure the digital content your team develops is in line with the projects overarching business goals and creative vision
- Ensure configuration management is maintained for all content Developer team work products
- Work with product managers, developers and artists to oversee the Implementation of new features and systems

EDUCATION

B.S.C

I.C.A.T Design & Media College

- Knowledge of software tool capabilities and platform constraints, ability to integrate technology changes, ability to commission and integrate new technologies
- Ability to think logically with a strong level of attention to detail
- An eye for level design, and ability to bring scripting ideas to the table
- Rock-solid organizational skills with the ability to juggle multiple priorities
- Very good analytical and problem solving skills
- Excellent written and verbal communications skills
- Able to work creatively in a demanding team environment
- Professional experience with visual scripting tools

LANGUAGE

- ENGLISH ● ● ● ● ●
- HINDI ● ● ● ● ●
- MARATHI ● ● ● ● ●