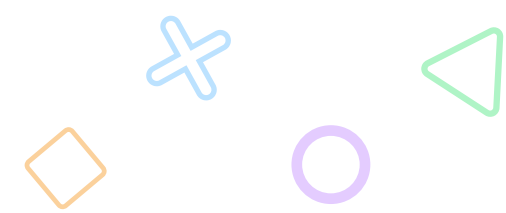


JAGJEET SHYAMKUNWAR

Game Designer



Game Designer with **3+ years** of experience in **PvP and F2P** Mobile games, **game economy**, **systems design**, and **live ops**. I use analytics and **AI** tools to drive data-informed design, optimize player engagement. My interest in visual art and design enhances my creative approach to Game Design.

EDUCATION

2020 - 2022 (2.5 Years)	M. Des. Digital game design National Institute of Design, Bangalore
2013 - 2017 (4 Years)	B.Tech. Metallurgical Engineering India Institute of Technology (IIT), Varanasi
2012	Senior Secondary High School, XIIth Jawahar Navodaya Vidyalaya, Balaghat(MP)

SKILLS

	Unity Engine
	Excel
	Gemini and GPT
	n8n workflow

EXPERIENCE

2024 - 2026 (2 Years) **Game Designer | Stellarplay Games**

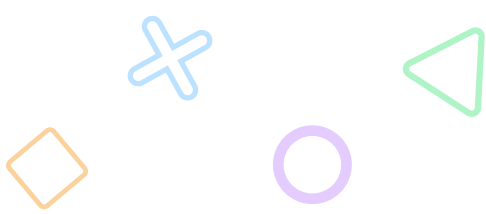
Traffic GO! and Traffic Go! World Tour

- Designed and optimized gameplay systems, level content, and Live Ops for Traffic GO!, helping grow the title to 5M+ downloads.
- Owned level design across Core, World Tour Event, and Daily Challenge modes, ensuring balanced progression and varied player experiences.
- Designed Live Ops systems and event content to improve retention, repeat engagement, and long-term performance.
- Helped drive a title with 41% retention and continued scale through gameplay, progression, and live content improvements.
- Contributed to Traffic GO! World Tour, a new title built on the same successful core loop, which reached 1M+ downloads.

Daily Jigsaw

- Led a 5-member team as Game Designer, driving feature development and content strategy for Daily Jigsaw.
- Designed a new meta layer for the Jig solitaire experience, increasing D1 retention by 3% and engagement time by 12%.
- Created theme-based Daily Challenge features that improved D7 retention by 2%.
- Built an automated n8n pipeline for image generation with minimal manual intervention, improving content scalability.
- Developed a level meta-configuration system for streamlined management of difficulty, progression, and DLC content rollout without app updates.

EXPERIENCE



2022 - 2024 (1.5 Years)

Associate Game Designer | Audify Tech. Pvt. Ltd

Football World (PvP, F2P)

- Led the game design and economy design for Football World Online, helping grow the title to 1Cr+ downloads.
- Designed and balanced a sustainable in-game economy to support progression, engagement, and long-term retention.
- Created swipe-based gameplay mechanics built on physics systems, improving gameplay feel and replayability.
- Designed progression and upgrade systems to extend gameplay depth and product longevity.
- Developed Live Ops systems that helped stabilize D1 retention at 35%.

2017 - 2018 (1 Year)

Senior Manager/ Manufacturing Engineer | Tata Motors CVBU, Pune

- Managed production processes, shop-floor problem solving, and safety operations in a high-volume manufacturing environment.
- Led process optimization initiatives to improve efficiency, quality, and operational reliability.
- Coordinated cross-functional teams to resolve production bottlenecks and maintain smooth execution.

2015 - 2017 (2 Years)

Product Designer | Saviour smart Helmet

- Contributed to the design of an innovation-led smart helmet focused on reducing two-wheeler accidents and improving road safety.
- Worked on a socially impactful product aimed at safer riding and prevention of drunk-driving-related risks.

ACHIEVEMENTS

- Ericsson Innovation Awards 2016 winner team for Saviour smart Helmet, a competition held at IIT Delhi.
- Honourable Mention for 4 years of contribution and work in the field of Fine Arts at IIT (BHU) Varanasi.

LEADING RESPONSIBILITIES

- Creative Head Kashiyatra'2016 (Socio-cultural festival of IIT Varanasi).
- Creative Head Anveshan'2017 (Socio-Technical festival of Metallurgy Department, IIT (BHU) Varanasi).

CONTACT

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