

SHREYA PATEL,

Game Designer & Producer

www.shreyappatel.com

shreyaap2@gmail.com

Nagpur, India

SUMMARY

Passionate Game Designer with over 4 years of dedicated experience, committed to crafting immersive gaming experiences. Proven expertise in designing innovative concepts, crafting compelling narratives, and enhancing player engagement through meticulous research. Additionally, well-versed in production processes, playing a key role in bringing concepts to life through successful execution.

AREA OF EXPERTISE

- ◆ Mobile Games
- ◆ Game Play Design
- ◆ Narrative Games
- ◆ Free 2 Play
- ◆ Social Games
- ◆ Game Play Design
- ◆ Digital Games
- ◆ System Design
- ◆ Metaverse
- ◆ Product Management
- ◆ Monetization

WORK EXPERIENCE

◆ **Game Designer & Producer**, Gamitronics (2021-2023)

- **Conceptualized and designed a game for a metaverse platform**, employing a robust design process that resulted in an innovative and engaging gaming experience.
- **Engineered an efficient production pipeline**, optimizing speed and quality in game development.
- **Led the development of comprehensive Game Design Documents (GDD)**, overseeing critical aspects such as system design, economy design, monetization, and retention strategies.
- **Implemented thorough testing and iterative processes**, consistently refining designs to achieve optimal results.
- **Successfully managed a team of 100** animators and riggers, leveraging Unreal Engine to release an animation episode for a Netflix series by reducing the production time, showcasing effective leadership and optimization skills.
- **Mentored junior game designers and interns**, contributing to their professional growth within the company.

◆ **Game Designer**, Gamitronics (2019-2021)

- **Successfully designed and managed a game** from inception to delivery, achieving over 100k downloads and contributing to the company's notable successes.
- **Effectively managed clients and project delivery**, ensuring seamless communication and exceeding client expectations. Worked with multiple clients such as Google, Aditya Birla, Indian Oil, Corteva, etc.
- **Demonstrated versatility by working across diverse game genres**, including Strategy games, Educational games, Metaverse games, Narrative games, and Simulation games.
- **Conducted extensive market and player research**, utilizing psychological and anthropological approaches to create captivating gameplay experiences.
- **Guided development teams from concept to completion**, emphasizing creative problem-solving and ensuring the successful delivery of projects.
- **Created mockups and wireframes**, visualizing design concepts for clear and effective communication within the team.

EDUCATION

- ◆ **Master's in Toy & Game Design**, NID (2017-2021)
- ◆ **BE in Mechanical Engineering**, RTMNU (2009-2014)

SOFTWARE SKILLS

- ◆ Adobe Suite
- ◆ Google Sheets
- ◆ Microsoft Office
- ◆ Unity
- ◆ Unreal
- ◆ Jira

PERSONALITY

- ◆ Communicative
- ◆ Creative
- ◆ Positive
- ◆ Punctual
- ◆ Organized