Devarshi Rudrakar
Game Designer

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Professional Profile

Game Designer with over four years of experience in feature design, content design, game balancing, and system design across mobile and free-to-play titles. Skilled at creating engaging player experiences, building scalable design pipelines, and collaborating with cross-functional teams to ship high-quality features and content. Seeking a challenging position to grow and contribute my accumulated knowledge and skills.

Professional Experience

June 2023 - Present   ***Bombay Play, Bengaluru, India***
Game Designer

- Designed and shipped content and features for **BlockHeads (*Google Play's Best Indie Game 2023*)** and **Dragon Tile**
- Led the content generation pipeline, ideating and designing 8 perks, 10 legendary boosters, mixers, and 100+ solo levels, which contributed to a 150 bps increase in new payer conversion and a 20% uplift in repeat payer ARPDAU. | BlockHeads
- Developed a paywall booster system based on player segmentation by capitalising on high-demand content while maintaining retention.
- Initiated live-ops by creating the event infrastructure framework and introducing time-bound events (Event currency reward track, 24-hour race event, Skip it upsell): +30 bps D7 retention, +7% session length, +8% IAP ARPDAU | BlockHeads
- Responsible for content generation, including 1600+ levels (Level design, difficulty tuning and sorting) and narrative arcs. | Dragon Tile
- Delivering features/meta-features to support the core gameplay through specs, mock-ups, and UI flows.
- Collaborated cross-functionally with product managers, artists, developers, and QA to align features with design goals, player needs, and overall game vision.

Jan 2021-March 2023   ***Lila Games, Bengaluru, India***
Feature Game Designer

- Part of the founding team for the startup working on a F2P looter survival shooter game | **BLACK**
- Designed features for a complex system-driven mobile game on Unity Engine.
- Researched and deconstructed competitor titles to identify design opportunities and best practices.
- Collaborating with developers and artists to ensure features are integrated as per design specs.
- Set up the level design pipeline for combat and free roam levels, optimising collaboration between design and art teams.

Jan 2019-Apr 2019   ***Tucan Digital Studio, Middlesbrough, UK***
Junior Technical Designer

- Developed VR/AR simulation projects for training and education using Unreal Engine 4.
- Created prototypes based on client requirements, improving user engagement and interactivity.

Education and Professional Training

- MA in Games Design (Teesside University, Middlesbrough: 2018-2020)
- BEng in Computer Engineering (MES College of Engineering, Pune, India: 2017)
- GCSE equivalents (New Era High School, Panchgani, India: 2012)

Additional Achievements and Positions of Responsibility

Jan 2022 - Current   ***Bhumi NGO, India***
Overall City Lead Coordinator (Bengaluru Chapter Support Team)

- Oversee operations for Catalyse, Refresh, and Ignite programs, impacting 700+ children across 26 shelter homes and 600+ elders in 15 old-age homes and various civic initiatives.
- Coordinate large-scale events, including Nakshatra talent fests and Daan Utsav, and manage volunteer onboarding and training.
- Spearheaded the reinstatement of the defunct Ignite education program, providing structured learning for underprivileged children across multiple shelter homes.