



PROFILE

Game and level designer with nearly a year of industry experience, contributing as a core member in a startup. Skilled in designing engaging mechanics, balancing difficulty, and optimizing player progression to enhance retention and gameplay experience.

PORTFOLIO

Explore my portfolio showcasing level designs, game mechanics, game breakdowns, and technical proficiencies:

[Portfolio Link](#)

CERTIFICATIONS

- Game Design: Art and Concepts (Specialization), California Institute of Arts, Nov 2023.
[Credential ID](#) - J3U868ZSB3Q7
- Foundation of User Experience (UX) Design, Google, Feb 2023
[Credential ID](#) - UKMQM7YYP9M3

SKILLS

Ideation, Innovation, Designing, Documentation, Prototyping, Presentations, Teamwork, Leadership, Quick and Eager Learner

CO-CURRICULARS

- Member of Virtual Reality and Gaming Club VIT Bhopal
- Organising Team e-sports tournament for AdVITya (University Fest)
- Engaging with gaming communities via Twitch streaming and content creation

HOBBIES

Gaming, Streaming on twitch.com, Reading, Music

CONTACT

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NIKHIL GARG

WORK EXPERIENCE

➤ Airo Puzzle Games – Game Designer

May 2024 – Present

- Led the redefinition of the level design process for 'Hexa Dreams', improving level creation pace by 100%.
- Worked on 1000+ levels for '[Hexa Dreams](#)' and '[Tap Hexa](#)'
- Responsible for designing flows and specs for new events and mechanics to improve retention and session time.
- Cumulative Google play store downloads: 100k+

➤ Gamer2Maker – Trainee Game Designer

Jun 2022 – Aug 2023

- Learnt and applied the principles of game design under the guidance and mentorship of Mr. Rahul Sehgal
- Learnt in detail about Free-to-play game design theory
- Project details-
 - [The War Within](#) - A narrative driven first person shooter
 - Worked on narration and designing and implementation of level designs using 3D assets in Unity Engine in accordance with mechanics and the narrative.

Reference – Mr. Rahul Sehgal, Co-Founder and Lead Instructor, Gamer2Maker, +91 9949095118

EDUCATION

Vellore Institute of Technology (VIT), Bhopal

B.Tech – Computer Science with Specialization in Gaming Technology
September 2020 – Present
[CGPA](#) – 8.65

Vishwa Bharati Public School

Class 12th (2020) – 94.6% (CBSE Board)
Class 10th (2018) – 94.8% (CBSE Board)

GAME PROJECTS

- [RunnerAID](#) - (Feb 23 – Aug 23)
 - Endless runner mixed with shooting and realistic flight simulator aspects.
 - Technology: Unreal Engine (Blueprints), Blender.
 - Led the project, worked on documentation, narration and designing the mechanics and made 3d assets in blender.
- [DualITy](#) – (May 22 – Jun 22)
 - Platformer made for a game jam on the topic "As Above so Below"
 - Technology: Unreal Engine (Blueprints), Blender
 - Prototyped levels via pen and paper and implemented them using 3d assets in unreal engine