

# SHIRSH KAUNDILYA

## GAME DESIGNER | LEVEL DESIGNER

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### PROFESSIONAL SUMMARY

Motivated Game Design student (B.Des, Artemisia College of Art & Design, 2027) with hands-on experience across mobile and PC game production. Proven track record of shipping titles from concept through launch, including a published mobile game with 500+ organic downloads and a commercially distributed card game sold to 1,000+ parents. Experienced in core gameplay systems, level design, balancing, and cross-disciplinary collaboration with art, programming, and QA teams. Recognised as Best Intern at Morphionix.

### CORE SKILLS

**Game Design:** Core Gameplay Systems Design | Level Design | Game Balancing | Game Design Documentation | Rules & Mechanics Design | Player Experience (UX)

**Platforms:** PC | Mobile (Android/iOS) | Card Games

**Engines & Tools:** Unity | Unreal Engine | Figma | Miro | Adobe Photoshop | Trello | Google Docs / Sheets

**Production Skills:** Cross-Disciplinary Collaboration | Sprint Planning | Playtesting & Iteration | World Building & Documentation

**Soft Skills:** Creative Problem Solving | Humane Empathy & Leadership

### PROFESSIONAL EXPERIENCE

**Morphionix | Game Designer Intern** | *November 2025 - May 2026*

- Collaborated with and led a team of 6 interns to concept, design, and ship a game jam title (Sync The Wings) within competition constraints.
- Designed a rage-based game mechanic system with tight player feedback loops, intentional difficulty spikes, and iterative level layouts.
- Contributed in their upcoming steam title by designing engaging mechanics, levels, and player systems while maintaining strong communication between design, development, and art teams.
- Recognised as Best Intern out of 6 interns for outstanding contributions across design quality, documentation, and team collaboration.

**Eklavian Studio | Game Designer (Intern → Contract)** | *July 2024 - November 2025*

- Started as a game design intern; retained as a working student based on consistent delivery and design quality.
- Designed Carron Break, a casual mobile carron game, owned full game design including physics-feel, UI flow, and progression loop, achieved 100+ organic downloads with zero marketing spend.
- Designed Eat aur B Eaten, an educational card game that teaches children the basics of the food chain through play collaborated closely with artists to develop vibrant, child-friendly visual language.
- The game was commercially distributed and purchased by 1,000+ parents across South India, validating design-driven product-market fit.

- Maintained cross-disciplinary communication between design, art, and programming to ensure production-ready deliverables at each milestone.

## PROJECTS

### **Tank Mates** | *PC (Steam)* | *Morphionix* | **Game Designer & Level Designer**

- Morphionix upcoming steam title, Led the whole game design from pre production to prodction, creating different levels, playtested the game demo with global audience, collect the feedback, and again iterate according to the feedbacks.

### **Sync The Wings** | *PC (Itch.io)* | *Game Jam* | **Game Designer & Level Designer**

- Led intern team at Morphionix to design and ship a rage-based game; crafted intentional challenge pacing, player feedback systems, and level progression that aligned with the rage-game design intent.

### **Carrom Break** | *Mobile (Android)* | *Eklavian Studio* | **Game Designer**

- Full game design ownership of mechanics, physics-feel, progression, and UI flow for a casual carrom experience. 100+ downloads with no marketing.

### **Eat aur B Eaten** | *Card Game* | *Eklavian Studio* | **Game Designer**

- Designed complete card game ruleset and mechanics that gamify food chain education for children. Art-design collaboration ensured age-appropriate, bright aesthetic. Sold to 1,000+ parents in South India.

### **Bone Dash** | *Mobile (Android)* | *Personal Project* | **Game Designer**

- Collaborated with a college peer to design and publish a casual endless runner on the Play Store. Achieved 300+ organic downloads with no marketing budget.

### **The Horo** | *PC* | *College Project* | **Solo Developer & Game Designer**

- Solo-developed a 3-level PC game end-to-end to understand the full game production pipeline from concept, design documentation, and level design through implementation and polish.
- Conducted structured playtesting with - 50 batchmates; incorporated feedback to improve pacing, controls feel, and overall player experience.

## EDUCATION

### **Bachelor of Design in Game Design**

Artemisia College of Art & Design, Indore *Expected Graduation: 2027*

- Relevant coursework: Game Mechanics, Level Design, Narrative Design, Game Balancing, Prototyping & Playtesting.

## ACHIEVEMENTS & RECOGNITION

- Best Intern Award at Morphionix (November 2025–May 2026): Recognised above 6 fellow interns for design quality, leadership, and cross-team collaboration.
- Commercial Product Success for Eat aur B Eaten: Card game sold to 1,000+ parents across South India without a dedicated marketing campaign.
- Organic Growth of Bone Dash & Carrom Break: Combined 500+ Play Store downloads across two self-published mobile titles with zero paid marketing.