



MUKUL BHARDWAJ

Highly motivated game designer, experienced in game design principles, and passionate about creating innovative game experiences. Proven ability to work well under pressure, collaborate with team members, and deliver high-quality products on time.

"A man of curiosity in conundrums of vivid wavelengths of the six senses."

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EXPERIENCE



GAMES 24X7 - GAME DESIGNER . Full-time

[Apr 2022 - Present]

- Collaborated with a team of designers and programmers to develop a **real money game** based on **Ludo** for mobile using Unity Engine.
- **Conducted playtests and analyzed data** to optimize game balance and user experience
- Designed and implemented game mechanics, levels, and systems using **data-driven and scripted approaches**.
- Participated in brainstorming sessions and provided feedback on game design concepts



ZYNGA - GAME DESIGN INTERN . Internship

[Sep 2021 - Mar 2022]

- **Designed levels** for a match three title **Wizard of Oz Magic Match** and implemented gameplay mechanics using **scripting** languages
- Created **dynamic excel sheets** to monitor and **optimize** the design process.
- Participated in weekly team meetings and provided **reviews** on levels made by other teammates.



RIYO (NGO) - CO FOUNDER . Part-time

[Jan 2017 - Sep 2021]

- Founded an NGO with batchmates for slums near our college.
- Organized various drives and events



VIACOM 18 - GRAPHIC DESIGNER . Freelance

[2015 - 2017]

- Worked as a freelance designer for promotional events in Chandigarh.

SKILLS

GAME DESIGN PRINCIPLES
 DESIGN RESEARCH
 SYSTEM DESIGN
 PROTOTYPING
 GAME TESTING
 GAMEPLAY BALANCING
 PROJECT MANAGEMENT
 3D MODELLING

EDUCATION



NATIONAL INSTITUTE OF DESIGN

M.Des. - Digital Game Design
2019 -2022
Bengaluru, Karnataka, India



UIET PANJAB UNIVERSITY

B.E. - Information Technology
2015 - 2019
Chandigarh, India



ST. MARY'S SR. SEC. SCHOOL

Schooling
2005 - 2015
Haridwar, Uttarakhand, India

TOOLS



LANGUAGES

C#;
C++;
C;
HTML 5;
CSS;
Javascript