



Nitish Jaddu

Game Designer

Contact

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Skill



Unreal Engine



Unity Engine



3D Suite



Adobe Suite



About Me

Creative game designer with experience in creating immersive worlds and storylines. Expertise in World Building, Level design, Game Progression, Post Production, Monetization Expert.

Work Experience

April 2023 - Present

Game Designer - Gods & Heroes Studios

- Designed and developed game concepts from the ground up
- Created immersive worlds and storylines that resonated with players and designed engaging gameplay mechanics and systems.
- Specialized in developing monetization strategies and building content that generated revenue.
- Designed user experience (UX) to provide an enjoyable and immersive gaming experience for players.
- Worked collaboratively with a team of programmers and artists to bring game concepts to life

October 2021 - March 2023

Game Designer - Flick Game Studios

- Created immersive worlds and storylines. Expertise in designing Levels, Engine tools, user interfaces and Promo graphics.
- Developed dynamic levels to meet quality standards, providing engaging experiences with highly intricate gameplay mechanics.
- Built 20+ Projects from scratch and helped publishing 15+ projects by collaborating with a team of a programmer and an artist.

December 2022 - February 2023

Lead Game Designer - Freelance - IP APPS

- Developed dynamic levels to meet quality standards, providing engaging experiences with highly intricate gameplay mechanics.