



Ezaz Shaikh

Gameplay & Systems Designer

India GDC Game Awards 2025

PC/Console Game of the Year Nominee

Tokyo Games Show 2025

Selected Indie 80 Nominee

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India

Socials

LinkedIn
[Ezaz Shaikh](#)

Languages

English
Full Professional (C1/C2)

Hindi
Native/Bilingual (C2)

Shipped Titles



Core Trials (2025)
Motion-based Pixel-art **bullet hell roguelike** you play with just your webcam.

PC



Move Match 3D (2024)
Match 3D where you collect identical items with your body to meet the goals in time.

Android iOS WebGL



Drift Up (2024)
Endless runner where you shield a fragile balloon with your body as a protector.

Android



Move Or Not (2023)
Hyper-casual puzzle where you decode expressions and move your body to select the answer.

Android iOS

Experience

Feb 2026 - Present Remote



VTX Games
Freelance Game Designer

Leading design, development, and art direction for therapeutic game experiences built for adults navigating PTSD, Parkinson's, and related conditions, translating clinical accessibility needs into tight-scoped, fully accessible gameplay.

- Designed **no-fail gameplay structures** and **diegetic-only feedback systems** to reduce anxiety and support therapeutic comfort.
- Built **accessible UX flows** grounded in cognitive load reduction for players with neurological and psychological conditions.
- Established **core design pillars** for design: no-fail architecture, diegetic feedback, contextual realism, and system simplicity.

Jan 2026 - Present Remote



Raviosoft Studio
Game Designer

Collaborating with a cross-functional design team to architect core gameplay systems for an unannounced Action-Adventure RPG under NDA.

- Participating in **cross-functional design meetings**, contributing to discussions around gameplay direction and art style alignment.
- Observing **system planning and production workflows** to understand large-scope RPG development processes.
- Supporting early-stage **design exploration and documentation**.

Apr 2023 - Sep 2025 Jaipur, Rajasthan



Ohilo Games
Lead Game Designer

Led design and production for an indie team shipping multi-platform motion games (iOS, Android, WebGL, PC), surpassing 50,000+ downloads and 500+ player reviews with average ratings above 4 stars.

- **Designed and prototyped 50+ mechanics and 10+ gameplay systems**, refining core loops through playtesting and iteration.
- **Designed and balanced 100+ puzzle levels and 15+ combat levels**, supporting varied player segments and difficulty scaling.
- **Owned end-to-end UX flow (60+ screens)**, from wireframes to UI implementation with responsive feedback and animation polish.
- Translated community feedback, **data from analytics and A/B testing into actionable design updates**.

Jan 2023 - Mar 2023 Remote



Valarsoft
Game Design Intern

Applied game design principles to 3 non-gaming apps, creating gamified systems under NDA constraints.

- **Designed a room decorator mini-game** (5+ environments, 50+ items) and a **construction game economy** with 30+ item types.
- **Prototyped a 10-page Cinderella-like visual novel**, combining traditional scripting with early AI-assisted tools to speed up iterations.
- Authored clear, **implementation-ready design documents** translating brainstorming concepts into structured product flows.

Skills

Core Expertise

- Systems
- Gameplay

Rapid Prototyping & Iteration

- Core Loop
- Retention Design
- Game Balance

Player Psychology

Systems & Content

Level Design

Content Design

- Game Analysis
- Reverse Engineering

UX-Focused UI

Production & Implementation

Structured Documentation

- Unity Technical Setup
- Gameplay Polish

Cross-Platform Release Management

Toolset



Unity
Game Engine



VS Code
IDE



DOTween
Animation



Git
Version Control



Figma
Design



Spreadsheet
Management



Photoshop
Design



Xcode
Publishing



Play Console
Publishing

Education



Ajeenkya D Y Patil University, Pune

B.Sc. Gaming | Gold Medalist | 9.26 CGPA
2020-2023