






YASHASVEE IYER

GAME DESIGNER

Game Designer with a strong focus on free-to-play design, progression pacing, and feature direction. Skilled in crafting core and meta loops, tuning rewards and payouts, and contributing to live-ops and long-term retention strategies. Experienced in cross-team collaboration, research, and AI-driven prototyping.

CONTACT INFO

-  (+91) 7042515365
-  yash02.iyer@gmail.com
-  yashasveeiyer.in

SKILLS

- F2P Feature & Progression Design
- AI-Assisted Research & Prototyping
- Game Design Documentation
- Cross-Functional Collaboration

EDUCATION

VELLORE INSTITUTE OF TECHNOLOGY

B.Tech Computer Science & Engineering
(Specialization In Gaming Technology)

2020 - 2024

CERTIFICATIONS


COURSERA

- Game Design: Art & Concepts
- Foundations Of User Experience (UX) Design
- Conduct UX Research & Test Early Concepts
- Create High-Fidelity Designs & Prototypes In Figma

LANGUAGE


- English - (Professional Proficiency)
- Hindi - (Professional Proficiency)
- Tamil - (Native/Bilingual Proficiency)

EXPERIENCE

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STEALTH STARTUP
Game Designer

2025 - Present
(4 Months)

 - Designed and balanced core free-to-play slot mechanics, working closely with backend engineering to script spins, tune probabilities, and optimize reward payout structures.
 - Developed and integrated bonus features and a cohesive meta layer reinforcing the core loop, enhancing long-term progression and player retention.
 - Created comprehensive design documents for systems, features, user flows, and product direction, ensuring clarity and consistency across the entire project.
 - Leveraged AI tools for competitive research, rapid ideation, and early prototyping support, accelerating design iteration and feature validation.
 - Oversaw end-to-end design vision and collaborated cross-functionally with artists, developers, PMs, and founders.
 - Contributed to overall product strategy by analyzing F2P systems, progression pacing, player motivation loops, and monetization opportunities.
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RENDERED IDEAS
Game Designer

2024 - 2025
(1 Year 2 Months)

 - Designed and developed gameplay mechanics and levels for casual games across different genres and platforms, including Amazon and Android.
 - Managed and coordinated teams of animators, artists, and programmers during live events, ensuring seamless collaboration and timely delivery of game assets.
 - Utilized JSON for efficient data structuring and integration, streamlining game development processes and ensuring compatibility across platforms.
 - Executed live ops integration strategies, enhancing game longevity and player engagement through real-time updates and events.
 - Contributed towards balancing and refining mechanics to ensure a challenging yet enjoyable player experience.
 - Oversaw quality assurance (QA) processes across game titles, ensuring adherence to rigorous quality standards.