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

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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

STEALTH STARTUP
Game Designer

JULY' 2025 - DEC' 2025
(5 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.

RENDERED IDEAS
Game Designer

JAN' 2024 - FEB' 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.

GAMER2MAKER
Trainee Game Designer

NOV' 2022 - AUG' 2024
(1 Year 10 Months)

- Trained in game design fundamentals, including mechanics design, player feedback, balance, and core gameplay loops through hands-on projects.
- Worked on two team-based game projects (Ascendant & Pizzocalypse), contributing to gameplay ideas, iteration, and overall design direction.
- Collaborated cross-functionally with artists, programmers, and designers, gaining practical experience in team-based development workflows.
- Contributed to basic sound design and audio feedback, understanding its role in improving gameplay clarity and player experience.
- Participated in game pitch creation and presentations, learning how to communicate design vision and core concepts clearly.
- Gained exposure to end-to-end game development processes, from early concepting to iteration and polish.