

Virendra Shinde

Game Designer • Unreal Engine Developer • Systems Designer • Level Designer

[Portfolio](#) | virendra.shinde0420@gmail.com | [LinkedIn](#)

Profile

Game designer and Unreal Engine developer specializing in systemic gameplay, simulation systems, and interactive world design. Co-founder of an indie studio and contributor across multiple collaborative game projects. Experienced in gameplay systems design, level design, and production leadership, with work spanning experimental games and real-time simulation environments.

Experience

Co-Founder | Systems & Technical Design | Cerize Studios LTD, London

2024 - Present

- Co-founded an indie game studio developing original IP and systemic gameplay experiences.
- Designed gameplay systems, levels, and core design documentation (GDD, TDD).
- Led development pipelines, sprint planning, and cross-disciplinary team coordination.

Simulation Development

- Built a real-time drone logistics simulator in Unreal Engine supporting infrastructure research with Airbridge Global and NHS.
- Engineered drone flight systems including manual flight, spline-based autopilot navigation, and logistics pickup/drop mechanics.
- Implemented environmental simulation systems including weather effects and urban noise modelling.

Lead Game Designer (Contract) | WolfPack Game Design Studio | 2025 – Present

- Defined gameplay pillars and systemic RPG design framework.
- Designed exploration, combat, companion, and progression systems.
- Collaborated with narrative, engineering, and level design teams to translate story into gameplay.
- Established encounter structure and exploration flow for early demo levels.

Project Manager (Contract) | GameCrafters' Collective | 2025 – Present

- Managed sprint cycles, backlog planning, and development pipelines using ClickUp.
- Led weekly development stand-ups and cross-discipline coordination.
- Helped guide a previously stalled project toward public beta release.

Education

MA Game Development (Design) | Kingston University London | Distinction

- **Thesis:** How Level Design Impacts Player Decision-Making in Open World Games

B.E. Computer Engineering | Savitribai Phule Pune University | First Class

Skills

Design	Gameplay Systems Design Level Design Game Design Documentation (GDD / TDD)
Technical	Unreal Engine 5 Blueprint Scripting C++ Gameplay Prototyping
Production	Agile Development Sprint Planning ClickUp Cross-discipline collaboration

Awards & Recognition

Game Jam Winner - Fish Rush
Showcased at Insomnia Gaming Festival Indie Showcase 2024