

Virendra Shinde

GAME DESIGNER | SYSTEMS & LEVEL DESIGN | UNREAL PROTOTYPING

Pune, India | Open to relocation internationally

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PROFILE

Game designer and producer with an MA in Game Development Design (Distinction) and a Computer Engineering degree. Develops mechanics, player flows, puzzle and progression systems, design documents and playable prototypes. Combines hands-on Unreal implementation with collaborative game development, mechanic testing, player-feedback review and production coordination.

RELEVANT EXPERIENCE

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

- Define exploration, combat, companion and progression systems for World Soul; translate story beats into player flows and level requirements with narrative, engineering and level-design collaborators.

Co-Founder - Systems and Technical Design | Cerize Studios Ltd | 2024-Present

- Design gameplay systems and levels, write game and technical design documents, and coordinate sprint planning and development across disciplines.
- Build Unreal Engine prototypes and interactive simulations, including a drone-logistics environment for virtual scenario exploration and stakeholder demonstrations.

Producer / Associate Game Designer (Contract) | Gamecrafters' Collective | 2025-Present

- For Don't Witch Me Now, initiated design discussions, introduced monetisation options, and helped refine a designer-proposed model and implementation route.
- Helped restart stalled development through team communication, ClickUp workflow improvements with another PM, artist-hiring support, art and programming sprints, and weekly stand-ups. A playable demo is available on itch.io; alpha release is expected in December 2026.
- Manage ClickUp sprints and cross-discipline coordination for Fashion EcOver. Proposed monthly builds and group internal testing; reproduced an activity re-entry bug caused by stale trigger state and contributed to its early resolution.

DESIGN, WORKFLOW & TOOLS

Design: Core loops, systems and progression, combat, puzzles, level design, resource economies, onboarding, player flows, GDDs and feature documentation.

Workflow: Prototyping, mechanic testing, player-feedback review, iteration, cross-discipline collaboration, sprint and backlog management.

Tools: Unreal Engine 4/5, Blueprints, C++, GAS, Unity, Godot, ClickUp, Word, Excel, Google Docs and Sheets.

Selected project work

Design ownership, prototypes and implementation

Project titles link to case studies and footage on my portfolio.

Echo Self (working title)

Solo Game & Level Designer / Developer | Unreal Engine 5 puzzle prototype

- Built a puzzle prototype where short echoes replay recent player actions, operate pressure plates and levers, and provide crouched physical footholds.
- Designed a linear temple sequence that combines echo traversal, a lever-operated lift, checkpoints and multi-step pressure-plate puzzles. Diegetic mechanic discovery remains an area for further design and testing.

Gorged: The Blood Sovereign

Solo Game & Technical Designer | Early Unreal Engine 5 combat prototype

- Designed Blood-state trade-offs, enemy Terror and encounter pacing for a vampire action-RPG concept.
- Prototyped queued melee combos, hit detection and impact feedback using GAS and Blueprints. Combat feel and reliability remain in development.

Fish Rush

Co-Game Designer / Level Designer | Collaborative Godot game jam

- Shared game design for a 3D endless runner built around one group of directional controls. Owned level design across mountains, meadows and city, including obstacles and jump and speed platforms.
- Investigated input-driven acceleration and helped adapt it after positive player feedback. The game won its game jam and was showcased at Insomnia Gaming Festival Indie Showcase 2024.

The Aftermath: Wasteland

Game & Level Designer | Collaborative Unity co-op university prototype

- Designed a search, secure, carry and extraction loop with a resource economy balancing crafting and exploration. Used broken sightlines and escort pressure to shape navigation and team coordination.

Airbridge Autonomous Infrastructure Simulator

Unreal Engine Developer | Solo implementation through Cerize Studios

- Built manual drone flight, spline-based autopilot, pickup and drop interactions, weather effects and urban noise modelling.
- Developed a virtual environment for exploring drone-delivery scenarios before real-world implementation and presenting the proposed workflow to stakeholders.

EDUCATION

MA Game Development Design - Kingston University London - Distinction

BE Computer Engineering - Savitribai Phule Pune University - First Class