

Shalaka Sontakke

G A M E D E S I G N E R

Professional Experience

Playsimple Games- Word Search Explorer

2021- present

Successfully shipped and transformed a classic word game into a mobile game. Improved the retention numbers of the game/product to make it promotable and profitable.

Playsimple Games- Crossword Jam

2019- 2021

Helped build one of the top grossing word games on the play store. As a game designer worked on various problem statements to improve metrics by designing features. Have worked on live-ops, events, level strategies.

Academics

Toy and Game Design National Institute of Design

2017- 2020

Various design methodologies and worked on projects which focuses on playful interventions and User-Centric Design. Imparted UX and visual principles

HKU University of the Arts Utrecht, Netherlands Course Game Design

2018-2019 (exchange semester)

Worked on game concepts, mechanics, quick prototyping, balancing, and playtesting of digital, physical and mixed media platforms.

Bachelor of Engineering VIIT, Pune

2013-2017

Studied Electronics and Telecommunication Engineering.

Interest

I am a Game Designer, who is interested in **meaningful games**.

I enjoy making content-based games especially **puzzles and logic-based** games.

In my free time, I like to express myself through drawings. Traveling has had an immense impact on my perspective towards art, life, and design. I want to travel the world to taste all the delicacies out there!

Skills



Unity Game Engine

Figma

Audition

Photoshop

Illustrator

Indesign

Premier Pro

- Specification sheet, requirements and GDD.
- F2P metrics and business understanding
- Simulations and balance games/game feature on excel sheets
- Design levels and content
- UX and UI design principles
- Visual design and aesthetics



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