

# Akash Oak

## GAME DESIGNER

Experienced F2P Game Designer specializing in live ops and implementation of engaging features that drive player retention and monetization.

Seeking senior-level opportunities where I can drive impactful game design to elevate player engagement and business performance.



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*Number available on request*

London, UK

## WORK EXPERIENCE

### Game Designer / Gram Games

AUG 2022 - PRESENT

#### Merge Dragons!:

- Designed and launched the **Card Collection feature**; led end-to-end development including balancing, economy, live ops, and **ongoing content updates**.
- Developed and tuned **Shiny Dragons**, a **rare spawn mechanic** for **merging dragons**; handled early **balancing** and **prototype** iterations.
- Owned conception-to-release of **Shiny Boutique**, a **themed shop featurette**; delivered **balanced content** and supported **live content updates**.

### Game Designer / Outplay Entertainment

DEC 2021 - JAN 2022

#### Angry Birds POP! & Crafty Candy:

- Created **new features** and **level content** while **maintaining live ops** and **event configurations**.
- **Monitored game analytics** to **refine** existing systems, **boost performance**, and support **content iteration**.
- Led **feature development** and **reworks based on live data** and **engagement metrics**.

### Game Designer (Part-Time) / Autsera

OCT 2019 - JAN 2020

#### Unreleased Project (VR):

- **Conducted research on neurodivergent** children's **preferences** and **translated findings** into **engaging gameplay** systems.
- **Collaborated with autism specialists** to **gamify communication** and **social interaction** through therapeutic design principles.

### Game Design Intern / Holy Cow Studios

JUNE 2018 - SEP 2018

#### Home Design Dreams & Oil Tycoon 2:

- **Designed full gameplay loop** including **active/passive upgrade systems** and the **Black Market mechanic**; balanced in-game **economy** values.
- Led **UI/UX design** for **competitive differentiation** and creative player flow.
- Co-wrote **narrative content** and **dialogue** with **attention to tonal consistency** and **storytelling cohesion**.

## EDUCATION

2020 | Masters

### Games Development

KINGSTON UNIVERSITY ,LONDON

2019 | Bachelors

### Game Design

RUBIKA SUPINFOGAME ,PUNE

## SKILLS

- Fast learner
- Analytical-minded
- Critical Thinking
- Independent
- Creative Direction
- Organization
- Communication

## TOOLS

- Unity / Unreal
- Perforce/Git/Fork/SVN
- Photoshop
- Illustrator
- Figma
- Excel/Google Sheets
- Miro
- In-house analytics engines