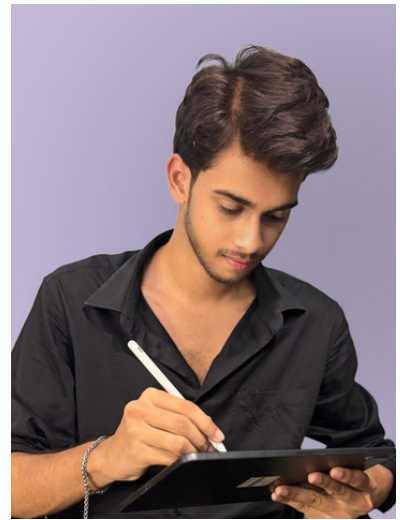# Shirsh Kaundilya

Game Designer

PROFESSIONAL SUMMARY

Game Designer with hands-on experience creating card, mobile, and PC games from concept to launch. Designed and balanced a 65-card educational game playtested with 50+ children and sold 100+ copies, and led the design of a 50+ level Steam puzzle-platformer. Skilled in mechanics design, playtesting, and narrative systems, with proven ability to lead cross-functional teams and deliver market-ready projects.

WORK EXPERIENCE

Ekalaivan Studio | 2024 – Present
Lead Game Designer

- Directed design of 2 projects, including a market-ready mobile game on Play Store and a retail card game.
- Led 4 interns, managing design documentation, mechanics iteration, and playtesting pipelines.
- Authored complete GDDs, ensuring smooth communication between designers, developers, and artists.
- Ran structured playtesting with 50+ players, refining mechanics and tutorial systems to improve retention.

Unfocus Studios | 2024 – Present
ScreenWriter

- Developed narrative structures, dialogues, and cinematic scripts for upcoming interactive projects.
- Partnered with directors to refine pacing, character arcs, and emotional beats, ensuring cohesive storytelling.
- Applied storytelling techniques from film to games, enhancing immersion and narrative flow.

CONTACT

Phone: +91-9693991511
Address: Indore, Madhya Pradesh
Email: ShirshKaundilya77@gmail.com
LinkedIn: linkedin.com/in/shirsh-kaundilya-6076b8339

Portfolio:
www.reallygreatsite.com

TECHNICAL SKILLS

- **Game Engines**: Unreal Engine (Blueprints), Unity (C#)

- **Design & Art Tools:** Maya, Photoshop, Figma

- **Development & Workflow:** Google Docs, Notion, Paper Prototype.

- **Platforms:** PC (Steam), Mobile (Android), Physical (Card/Board Games)

SOFT SKILLS

- Creative Problem-Solving
- Team Leadership & Mentorship
- Cross-Disciplinary Collaboration
- Communication & Storytelling

PROJECTS

GAMES:

Eat Aur B Eaten (Card Game, 2025)

- Designed and balanced an educational family card game by gamifying Class 7 NCERT curriculum.
- Iterated rules and mechanics through 3–4 months of playtesting with 50+ schoolchildren.
- Sold 100+ copies to families, validating both educational and entertainment appeal.

Carrom Break (Playstore, 2025)

- Hyper-casual striker game; iterated 3–4 mechanics (power-ups, control schemes, tutorial flow).
- Collaborated with developers to simplify controls and optimize onboarding for casual audiences.

Stack Ü (Itch.io/Play Store, 2025)

- Oversaw art style, platform speed balancing, and player jump mechanics.
- Ran internal playtests, refining UI/UX and gameplay pacing ahead of public release.

Horo (College Project, Solo, PC, 2025)

- Built 3 playable levels in 2 days, demonstrating rapid prototyping skills.
- Showcased project to full college audience.

FILMS:

Samurai vs Ninja (Unreal Cutscene)

Solo Project, Wrote and Planned cinematic sequence, handling scripting, camera setup, and lighting,

The Trip (Short Film)

Scripted anti-drug awareness film, recognized by MP Police and screened publicly.

Vidhwansh (Feature Film, In Development)

Serving as writer and screenwriter, contributing to narrative structure and dialogues