Rugved KHANDEKAR

Game Economy Designer

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PROFESSIONAL SUMMARY

A versatile game designer with more than 4 years of professional experience, with a keen inclination towards system design. Loves and has done 3Cs design, economy design and UX design. Experienced working on different genres like RPGs, action games, casual games, mid-core games, strategy games, etc. across different platforms like PC, console, mobile, VR and web.
An energetic team player, effective communicator, thinks he is funny.

PROFESSIONAL EXPERIENCE

Game Economy and Systems Designer

Magnopus - Paris, France (Remote) - April 2024 to February 2025

- Worked on **Sky Pets** - a multiplayer F2P VR Game on Horizons Worlds platform. Designing multiple currencies, sinks, sources and establishing a versatile economy, balancing it for multiplayer gameplay by adhering to creative vision and creating long term goals.
- Designing new player engagement and progression systems which can integrate with other gameplay features, and help improve daily retention, average engagement time and eventually opening avenues for healthy monetisation.
- Designing user analytics events to monitor player data and make data-informed decisions.

Key achievements:

- Making use of Machinations.io and spreadsheets to simulate in-game currencies, gacha systems and balance them accordingly.
- Designing a time-table based repeatable quests system which can repeat certain in-game quests in a methodical way to maximise player retention.

Game Designer

Gamucatex - Paris, France (Remote) - January 2024 to January 2025

- Worked on **Tectonicus: On the Edge of War** - a strategy deck-building game based on the history and mythology of vikings and nordic culture.
- Designing gameplay and combat mechanics to add more depth and strategy to existing card-based gameplay. Creating detailed design documentation for it.
- Doing UX design for gameplay effects, controls, actions and UI menus supporting the gameplay. Collaborating with relevant artists to iterate on it.

Key achievements:

- Prototyping gameplay and UX concepts in Figma and Unity through an iterative process.
- Mentoring and guiding a game design student intern working on the project.

Junior Game Designer

Ubisoft Paris Studio - Paris, France - December 2022 to February 2023

- Collaborating in a team of game designers on an unannounced AAA PC/Console video game.
- Responsible for designing 3Cs, systems design, combat design, AI behaviour trees, Scripting and Prototyping.
- Independently designing key design features, from design document concepts to working prototypes in Unreal Engine 5.

- Working in an AGILE environment with tools like JIRA, Perforce and MS Office.

Key achievements:
- Taking ownership and designing an Environment Interaction and Destruction System and a Status Effects system.
- Bench-marking, researching and designing verticality for the game's 3Cs and prototyping it in Unreal Engine 5.

Assistant Game Designer
Ubisoft Paris Studio - Paris, France - April 2022 to August 2022
- Conducting end-of-studies internship during my masters' program at ENJMIN Le Cnam, with project and responsibilities similar to my Junior Game Designer role from Dec 2022 to Feb 2023.

QA Tester Working Student
Grandcentrix GmbH - Cologne, Germany - June 2021 to July 2021
- Part-time student QA tester for IoT focusing on software and hardware solutions in a multi-personnel team. Creating test-cases, unit-testing, black-box testing and integration testing.
- Identifying and reporting bugs using JIRA tools, ensuring quality at each sprint in the project roadmap. Developing comprehensive test documentation and collaborating with developers to guarantee device safety and bug-free product.

Game Designer
Reliance Games - Pune, India - June 2019 to September 2020
- Working on multiple F2P casual and mid-core games for Android and iOS platforms:
- Taking ownership of gameplay, player engagement and progression systems, economy design and monetisation, level design and narrative development. Creating comprehensive documentation and prototyping in Unity3D.
- Designing currencies and iterating on monetisation and player engagement systems on live-ops GaaS games. Tracking and analysing user data and making balancing decisions to improve KPIs and revenue.
- Making functional UI wireframes and UX mock-ups for gameplay and meta-game features.

Key achievements:
- Understanding community feedback and creating a new synchronous multiplayer game-mode and the supporting design for a mid-core F2P action game.
- Reviving a F2P game's KPIs, revenue & engagement by revamping it's economy design, adding new currencies, gacha systems and balancing them using Google Analytics and Firebase.

Intern AR/VR Developer
Hoistbright Technologies - Pune, India - May 2018 to August 2018
- Developed realistic 3D interactive VR walkthroughs from scratch for real-estate and residential properties using Unreal Engine 4.
- Designed and developed an interactive AR android app to showcase cars and automobiles with different customisation options using Unity 3D.

EDUCATION

Master's degree in digital and interactive Games and Media
ENJMIN, Le CNAM - Angoulême, France - 2021 to 2022

Master of Arts in Digital Games
Cologne Game Lab - Cologne, Germany - 2020 to 2022

Bachelor of Science in Animation and Gaming
Bharati Vidyapeeth University - Pune, India - 2016 to 2019

OTHER EXPERIENCES

- Communications Manager - Shake That Swing - Dec 2024 to Current Day
- Volunteer Team Leader, Athletes Team - Olympic Games Paris 2024
- Volunteer, Stage Team - Pune Comic Con 2017

SOFTWARE SKILLS

- Unreal Engine, Unity 3D
- C, C++, C#
- Figma, Machinations.io, Blender
- Adobe Photoshop, Adobe AfterEffects, Adobe Illustrator
- Microsoft Excel, Microsoft PowerPoint
- Google Analytics, Google Firebase, Confluence

LANGUAGES

- English (Fluent)
- French (Fluent)
- German (Intermediate)
- Hindi (Fluent)
- Marathi (Mother-tongue)

CERTIFICATIONS

- French as a Foreign Language A1 (2021) - Alliance Française, Bordeaux
- Goethe Zertifikat B1 (2019) - Goethe Institut, Pune
- Google Analytics - Beginners (2019)
- IELTS English Language Certificate Exam (2019) - British Council, Pune

INTERESTS

- Swing Dancing
- Endurance Running, Hiking, Trekking
- Cycling
- Languages & Linguistics
- Public Speaking, Teaching