Shikhar Juyal

Game Designer

My Bio

Passionate and innovative Game Designer with 4 years of experience. Bringing a dynamic blend of creativity and technical expertise in creating fun gameplay and engaging experiences. Always interested in exploring innovative tech in games.

Work Experience

2025-05 present

Ubisoft
Da Nang, Vietnam

Lead Game Designer (Cross Project)

• **Project**: Multiple announced projects (AAA/porting & mobile).
• Leading the design vision for the team & ensuring quality. Managing the design scope and vision of multiple mandates at the same time.
• Major focus on accessibility features within all projects, making sure a pleasant and fun experience for the player.
• Maintaining a clear design vision through concrete GDD & other documentation. Feedback & Playtest to ensure quality.
• Collaborating with teams across the globe and ensuring a singular directional focus for all.

2024-02 2025-04

Lead Game Designer

• **Project**: Prince of Persia: The Lost Crown (AAA-mobile).
• Leading the design execution based on the prod roadmap.
• Hands-on experience in combat balancing, special focus on accessibility settings for gameplay (Console to mobile).
• Maintaining a clear design vision through concrete GDD & other documentation. Feedback & Playtest to ensure quality.
• Collaborating with teams across the globe and ensuring a singular directional focus for all.

2021-11 2024-01

Game Designer (Acting Lead)

• **Project**: unannounced project with the Strategic Innovation Lab
• Leading the design vision planning, prioritizing, organizing, assigning, & guiding in tasks for the design team of 3 including junior GD, GED and UI/UX designer. Mentored a GD from intern.
• Maintaining a concrete design vision across multiple teams spread across Vietnam and France in this Co-dev project
• Pitching the project for successful validation at Ubisoft HQ
• Speculative design approach with innovative tech like blockchain, generative AI (for animation & gameplay), LLMs (Large language models) & NLP (Natural language processing) models.

Personal Info

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Skills

Gameplay Features & Mechanics

Game System Design

Level Design

3Cs- Camera, Control, Character

Project Management

Game UX and pacing

Speculative Design

Innovative Tech- AR,VR,XR and AI

Game Design Documentation

Languages

English ●●●●●
Native/Bilingual

Hindi ●●●●●
Native/Bilingual

Vietnamese ●●○○○
Elementary

Tools

Unity (2D/3D) Engine

Cocos Creator Engine

Gameplay Programming (basic)

Adobe Suite

Gen AI text, image & video

GPT4o, Midjourney & Sora

Wireframing (Figma/Canva)

Microsoft Suite

2020-04 2021-10	**Game Designer**

• **Project**: Ubisoft Nano, mobile/web instant party games
• Led and managed all aspects of design from conception to release (including balancing updates).
• Helped analyze the Tableau data for balancing/polishing updates together with the game economy designer.
• Worked with strong IPs and casualized them as per brand requirements for 3 nano games-
• <u>Trackmania Blitz:</u> Level Design for 16 tracks, single tap racing mechanics design and casual racing physics design.
• <u>Assassin's Creed Freerunners:</u> Created a system for pseudo procedural level generation and designed crisp platforming mechanics and relevant character stats.
• <u>Rayman's Incrediballs Dodge:</u> Created a central system for gameplay pacing and dynamic difficulty progression.

2019-06
2020-02

Gameloft
Da Nang, Vietnam

Game and Level Designer

• **Project**: Bike in Time, premium mobile platformer racer
• Level Design for 40+ levels and for FTUE
• Took charge of large scale A/B testing (over 100 users) for checking difficulty, obstacles & pacing for level design feedback
• Worked together with Lead Game Designer to polish & fix game pacing and feedbacks on all levels.
• World building and macro design vision for 2 in game worlds
• Worked with dev team to refine the in-house engine

Internships & Side Projects

2023-03
present

Dungeon Master- D&D
Remote, Worldwide

Running multiple Dungeons & Dragons Table as a DM

• **Project**: Multiple D&D 5e campaigns (official & homebrew).
• DM for multiple tables with 4-6 players each.
• Long term campaigns running for more than a year & over 50 sessions (Curse of Strahd & Strixhaven).
• Using AI to accentuate the gameplay & using Talespire to create immersive world for my players online.

2018-03
2018-06

Hyper Reality Studios
Gurugram, India

AR/VR experience designer (Internship)

• **Project**: Multiple projects for AR & VR gamified experiences.
• VR experience for combat flight simulation for Indian government (DRDO) using HOTAS joystick & Oculus Quest.
• VR experience for petroleum refinery training for employees using Mobile VR (Google cardboard).

Education

2018-07
2019-02
(OCAD) Ontario College of Art & Design
Toronto, Canada
• Masters in Design (exchange): Digital Futures

2017-07
2020-02
(NID) National Institute of Design
Bengaluru, India
• Masters in Design: Digital Game Design

2013-04
2017-05
(VIT) Vellore Institute of Technology
Vellore, India
• Bachelors in Technology: Electronics & Communication
Engineering

Achievements

2024
Conducted large scale A/B Playtest
Playtest for my project with Ubisoft (mobile AAA). Conducted a
large scale playtest in Singapore with Ubisoft UR lab. Focussing on
accessibility & gameplay difficulty.

2021
Published Research Paper with IEEE COG
Written, reviewed & published my research paper titled
"Perceived Sense of Challenge in Level Design for fast paced
casual mobile games in IEEE: Centre of Games 2021 journal

2018
Serious Game Prototype Showcase for MSC
Created and presented a game highlighting the plight of Manual
Scavenger Community of India. Honoured and presented to MSC
(Manual Scavenger NGO in India)

2018
Finalists: Unity Global Students Challenge 2018
Finalists for Unity's Global student challenge for SDG goals.
Project highlighting fauna in AR: Noah's Park

2017
Runner up: Segamathon 2017
Runner Up for our game prototype P.A.D. focussing on the topic,
cyber threat hunting for the game Jam organized by the Data
Security Council of India (DSCI)