

SAURABH S GAJWE

LEVEL DESIGNER + GAMEPLAY DESIGNER

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Level and gameplay designer with current production experience designing, testing, and balancing live mobile match-3 content. Multidisciplinary background spanning gameplay prototyping, Unity and Godot implementation, UI, 2D/3D art, concept development, playtesting, and design education. Experienced in remote collaboration and flexible international working hours.

PROFESSIONAL EXPERIENCE

GlobalStep | Level Designer

September 2021 - Present | Confidential King mobile match-3 title

- Personally designed approximately 260 levels released to players, using client-provided proprietary level-design and testing tools.
- Design five assigned levels within each 20-level episode, then review, test, balance, and finalize the full episode with a four-person level-design team.
- Tune difficulty through blocker coverage, board space, cascade behavior, player assistance, and attempts-per-level data while protecting fairness, originality, readability, and entertainment value.
- Identify and correct unreachable spaces, shuffle states, overly constrained boards, excessive grind, and repeated blocker patterns; maintain level data in a shared beat chart.
- Incorporate weekly client feedback delivered through written comments, live meetings, and review documents.
- Designed five levels for the episode containing the game's 10,000th level and personally designed two boards within that milestone level. Game title and production visuals remain confidential.

Okie Gaming | Senior 2D & Concept Artist

October 2020 - October 2021 | Remote

- Developed original digital concepts for proposed Indian game experiences, including bike racing, boat racing, Chaupar, and the selected Okie Gaming mascot.
- Iterated on mood, time of day, character attitude, and visual direction from Senior Game Designer feedback for internal selection, investor pitches, and promotional presentations.
- Produced the work remotely in Photoshop and communicated revisions by phone; all game concepts remained at concept stage.

Seamedu School of Pro-Expressionism | Senior Faculty

January 2019 - September 2020

- Taught undergraduate and postgraduate diploma students across UI/UX, 2D animation, 2D art, concept art, and idea generation.
- Created practical syllabus notes and structured ideation frameworks for characters, environments, stories, games, and vehicles.
- Managed internal assignments, evaluation, student reviews, and mentoring across assigned batches and subjects.

Diastain Media Pvt. Ltd. | 2D Artist

October 2017 - January 2019

- Created the complete UI and in-game background for Dishoom: The Official Game, a shipped Android arcade driving/shooter title developed by a three-person team.
- Designed and implemented a five-unit fuel/session system in Unity with C#, including consumption, depletion, and timed return behavior.
- Collaborated beside a programmer and 3D artist using SVN-based commits, local testing, and iterative integration.

Playzio Pvt. Ltd. | Game Designer

February 2017 - July 2017

- Developed paper concepts and game-design material for mobile titles including Unblock, Snakes & Ladders, Archery 3D, and Sudoku.
- Designed a shipped car skin for Unblock while preserving the game's established orientation, proportions, perspective, and visual consistency.
- Researched comparable games and organized findings to support concepts for logos, icons, characters, boards, environments, bows, arrows, and UI.

SELECTED DESIGN & PROTOTYPE WORK

You Only Die Once | Level Designer | Unity | GMTK Game Jam 2022

- Built three complete 3D strategy levels by placing walkable tiles, pathways, enemies, player-relative positions, trees, and fog.
- Structured progression from introductory space and fewer enemies to larger tactical layouts; redesigned inaccessible or interaction-poor areas after playtesting.

Meltdown | Level Designer & 3D Artist | Unity | Global Game Jam 2017

- Designed the complete single-room puzzle level and created original room, frequency-tuner, and black-hole assets for a four-person jam team.
- Helped expand a working sine-wave tuning interaction into a completed Windows puzzle experience under the jam time constraint.

Bismuth Valley Demo | Solo Designer/Developer | Unity, PlayMaker | Windows

- Created a multi-storey puzzle-adventure level using torch lighting, a locked door, a revealed color sequence, and ordered pressure plates.
- Produced the concept, level, gameplay logic, art, rigging, Unity assembly, and downloadable Windows build independently.

Chaos Island Demo | Solo Game Designer | Godot 4.6.2 | Current prototype

- Prototyped a top-down 8-bit survival/RPG sandbox with farming, exploration, combat, rescue, breeding, day/night behavior, autonomous bees, creatures, predators, barbarians, and a boss encounter.
- Direct gameplay design and testing while using Codex for implementation support; current build is playable but remains an intentionally rough systems prototype.

CORE SKILLS

Design: Level flow and pacing, player guidance, difficulty balancing, puzzle and encounter design, gameplay systems, rapid prototyping, playtesting, iteration, design documentation, worldbuilding

Engines and implementation: Unity, Godot, proprietary level editors, PlayMaker, editor-side prototyping, C# and GDScript reading/small modifications, AI-assisted implementation

Level construction: Unity Grid, ProBuilder, Terrain; Godot grids, tiles, nodes, sprites, and scene assembly

Art and production: Photoshop, Procreate, Aseprite, Blender, Maya; UI, 2D art, concept art, pixel art, basic 3D production

Collaboration: Jira, Microsoft Teams, Discord, Trello; remote communication, client reviews, shared documentation; basic GitHub familiarity

EDUCATION

Postgraduate Diploma, Game Design and Development

Backstage Pass School of Gaming, Hyderabad | 2016 - 2017

Bachelor of Computer Applications

Dr. Ambedkar College, Nagpur - Rashtrasant Tukadoji Maharaj Nagpur University | 2011 - 2015

ADDITIONAL INFORMATION

Languages: English (professional conversational and written), Hindi (professional), Marathi (professional)

Availability: Open to remote full-time, contract, and freelance work; flexible international hours; open to relocation. Current notice period: three months, negotiable.

Portfolio: saurabhgajwe21.itch.io | instagram.com/saucerror