

RAHUL NAIDU

GAME DESIGNER

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ABOUT ME

Experience-First Game Designer creating emotionally resonant player journeys. My graduation project 'Where the Bird Sings', a puzzle-platformer about physical limitation, makes players feel vulnerability and triumph through mechanics, not cutscenes.

EDUCATION

Whistling Woods International

- **Graduated:** July 2026
- B.Des in Game Design and Development

Gamer 2 Maker

- **Completed:** November 2023
- Diploma Certificate in Game Design

SKILLS

- Player Psychology
- Systems Design
- Narrative Design
- Level Design
- Mechanics Prototyping
- UI/UX Design Principles
- Playtesting & Feedback Analysis
- GDDs & Feature Design Docs

SOFTWARE

- Unreal & Unity
- Adobe Photoshop
- Miro & Figma
- Machinations.io
- GIT Hub & Plastic SCM

ACHIEVEMENTS

- Winner, BYOG 2026 Game Jam
- Nominee, Best Student Project | FICCI BAF Awards 2025
- Winner of Global Game Jam Mumbai 2024

WORK EXPERIENCE

CodingKraft (Codemasters Edtech LLP) - Pune *JUN 2025 - SEP 2025*
Game Design Internship - *[PC / 3D / Unity]* ***CODESTRIKE***

INTERNSHIP CERTIFICATE ***LETTER OF RECOMMENDATION***

- Designed engaging, educational gameplay mechanics and mission concepts from prototype to final build.
- Prototyped interactive systems and level layouts, ensuring cohesive gameplay flow and player experience consistency.
- Led playtesting sessions and documented design decisions across developer and artist teams.

PROJECTS

SUPERCHARGED *AUG 2022 - DEC 2024*
Game Designer & Level Designer - *[PC / 3D / Unreal]* ***SUPERCHARGED***

> *Shipped game showcased at Devscom/Gamescom Germany (played & reviewed by Mihir Sethi, Game Director, God of War Ragnarök), IGDC 2023, and Summer Game Fest Indie Showcase*

- Partnered with art and programming team to design linear levels integrating player agency and diverse paths to completion.
- Built the complete platform-creation system and balanced risk-reward challenge pacing to sustain player flow and immersion.
- Tested and redesigned onboarding using world-space tutorials, validated through real audience feedback, cut onboarding time by 20%.

BLAST SWEEPER *JUN 2026 - AUG 2026*
Solo Game Designer & Developer - *[Mobile / 2D / Unity]* ***BLAST SWEEPER***

- Solo redesigned Minesweeper's core ruleset and systems, transforming an intense data-deduction game into a dopamine-driven mobile experience while preserving what made the original addictive.
- Dissected Minesweeper's foundational design pillars and layered new ones on top, including chain-blast mechanics and a fairness-first monetization strategy to create something that feels like a remaster, not a reskin.
- The biggest design challenge was that Minesweeper's core tension (careful deduction) is the opposite of mobile dopamine design, solved by repackaging the satisfaction of deduction as chain reactions and momentum, so the feeling of being clever is preserved but delivered at mobile speed.

WHERE THE BIRD SINGS *DEC 2025 - JUN 2026*
Game Designer, Level Designer & Developer - *[PC / 2D / Unity]*

- Designed player movement and mechanics to make players physically feel the struggle of a disabled leg, not through sympathy, but through adaptive, empowered gameplay.
- Designed the core loop, level systems, and Tight/Loose screw state mechanics around the game's emotional design pillars; iterated continuously through playtest feedback.
- Balancing struggle without helplessness was the core challenge, built a QTE system where a correct input made the character stand and a failed input made her fall, making every outcome entirely player-owned and never arbitrary.