

Atharva Bondre

Game designer

Professional with strong background in game development, adept at crafting immersive and engaging player experiences. Skilled in game mechanics, level design, and narrative development. Known for effective team collaboration and adaptable to project needs. Focused on delivering high-quality results and driving project success.

Work History

2024-11 - Current	Game Designer <i>Electronic Arts, Hyderabad, India</i> Project : Simcity Buildit <ul style="list-style-type: none">Live opsNarrative design (create dialogue and stories for events and seasons)New events, seasons creation.Research for seasonsCreating pitching decksNew Content creationImprove game Feature and mechanics
2024-08 - Current	Sr. Game Designer <i>BooBoo Games, Ahmedabad, India</i> Worked Titles: Fitness inc, Fast food, sand survival (all idle games) <ul style="list-style-type: none">Managing missions & progression balancing, Narratives & dialogs writingCreating marketing video scripts Managing the entire team (artist,developers,designer) <ul style="list-style-type: none">Assigning work, daily calls, project updates etc.
2023-07 - Current	Game Designer <i>Jetsynthesys Pvt.Ltd, Pune, India</i> <ul style="list-style-type: none">Live ops War DragonsImprovement & Balancing of the eventsFeature improvement for game
2022-09 - Current	Associate Game Designer <i>Jetsynthesys Pvt.Ltd, Pune, India</i> <u>*Promoted to Game designer from Associate Game designer</u> Projects 1)Monstaverse a]Game mode 1: Dragon Royale (Tower defense) b]Game mode 2: Dragon Vs Zombies c]Game mode 3: Monster Royale d]Game mode 4: Tile match <ul style="list-style-type: none">New game concept pitch, documentation, & FTUENew Feature Designing (Reward Chest system, tie breaker

Contact

Address
Pune, India 411038
Phone
8390188719
E-mail
atharva.bondre21@gmail.com
LinkedIn
www.linkedin.com/in/atharva-bondre-383272155
WWW
https://atharvabondre21.wixsite.com/portfolio

Education

2016-05 - 2018-05
Bachelor of Arts: Game Design
Seamedu - Pune
2013-06 - 2016-05
B.com: Commerce
Pune University - Pune

Software

Photoshop	<div><div></div><div></div><div></div><div></div><div></div></div> Upper intermediate
Buildbox3d	<div><div></div><div></div><div></div><div></div><div></div></div> Upper intermediate
MS Office	<div><div></div><div></div><div></div><div></div><div></div></div> Advanced
Maya	<div><div></div><div></div><div></div><div></div><div></div></div> Intermediate
Unity3d	<div><div></div><div></div><div></div><div></div><div></div></div> Upper intermediate
Cocos Creator 2d	

for PvP mode), Gameplay Balancing, Economy balancing

- Ui Improvements & New Content Creation
- Bot Logic Creation, New system Design

(Event,expedition,quest,Family, Powerups, match modifiers)

2) Super Ludo

- Player profile system & Alliance
- FTUE & UI
- AI BOT system & Undo Logic

3) Dragon Tile Match

- Concept pitch & documentation
- UI improvements
- Match modifiers & Reward Balancing

Game Designer

PlayerzPot Media Pvt Ltd, Mumbai, India

Role Game Designer

List of Games worked on

1)Cricket Game, 2)Antman, 3)Fruit slice, 4)Stacky bird 5)Match three

Game Designer

Trueform games, Lucknow, India

Released title

Catch the drop (Play store)

<https://play.google.com/store>

/apps/details?id=com.TrueformGames.CatchTheDrop

- Doing concept pitching for medical and casual puzzle games, Making GDD
- Working on medical games
- UI design, Worked on game flow and UI flow, Market research for games
- Creating & Balancing Levels

Freelance Game Designer

self employed, Pune, India

Self projects:

- Cube dash released on Microsoft store
- Color stack released on itch.io and playstore
- 1)Rocket boost, 2)Infinity, 3)Direction, 4)Luute (in development)
- The realm defender (the game is in development)

trailer link: https://www.youtube.com/watch?v=aMd4Pk_d8Cg

ColdFace Interactive (Period: 6 months)

- Learned Buildbox 3d software
- Created 15 concepts,Levels, & Level Progression for hypercasual games (in PPT & Document Form)

Uniplay Digital (Period: 3 months)

Designation: Narrative game designer

- Create a storyline and gameplay Script Writing (PC)
- Cinematic Unreal and unity Level Design
- Concept pitching

Game Designer Intern

●●●●●●
Upper intermediate

Unreal Engine
●●●●●●
Intermediate

Adobe XD
●●●●●●
Upper intermediate

Confluence
●●●●●●
Advanced

Draw.io
●●●●●●
Upper intermediate

Scenario ai
●●●●●●
Upper intermediate

Chat GPT
●●●●●●
Upper intermediate

Skills

Story writing
●●●●●●

Strong visualizing, Brainstorming & research
●●●●●●

Live ops
●●●●●●

Communication
●●●●●●

Leadership & Team management
●●●●●●

Game & Level design
●●●●●●

System Design
●●●●●●

Feature Design
●●●●●●

UI,UX, Mockups, Flow, Brain maps
●●●●●●

Quest Design
●●●●●●

Storytelling and narrative
●●●●●●

Documentation and technical writing
●●●●●●

Game balancing
●●●●●●

Teamwork and collaboration
●●●●●●

2019-06

Indiawyn Gaming, Mumbai, India

- Created mini Games for "**Jeetoh**" app (20 mini games)
- Level design & Game design document (GDD) of mini games
- Pitched 75 concepts for mini games (In documentation form)
- Learning basic coding in Cocos Creator 2d (Java script) & Unity3d (C#)
- Link for the app <https://play.google.com/store/apps/details?id=com.jeetoh>

2018-03 -

2018-05

Game Designer Intern

Aaryavarta Gaming, Pune, IN

- Train simulator (Live ops, narrations & dialogue writing)
- Ship simulator (Level design using Unity3d)
- Ola cricket game [Music & dialogue writing(Commentary)]
- Game design document creation of Pool game & Casino games