ANJALI NIJJAR

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EXPERIENCE

Game Designer; Associate Game Designer   **2022-2024**

Theia Studios

- Solo game designer for a turn-based mobile RPG, Icons of Theia, currently in soft launch with metrics that place it in the top 10% of the mobile genre, with 63% seven-day return on ad spend, 33% day-1 retention, and 47 mins average playtime.
- Lead design and product specification for pivotal features such as:
    - 14+ Inventive playable characters with unique strategies and skills.
    - Game loop progression systems such as levels, competitive ranks, and quests.
    - Game modes like 1-1 PvP, and a roguelike PvE game mode that increased player retention by 13%.
- Fueled and created the main progression economy and cross-team collaborated with the art, dev, and marketing team to integrate it with the current LiveOps play and systems.
- Proposed and implemented a balance system from the ground up to control the power of playable characters, and their abilities for both PvP and PvE play.
- Designed and implemented 20+ game maps/levels in Unity that incite creative strategic play.
- Conducted preliminary game testing to get players' constructive feedback and solve game state issues.

Game Designer   **2021-2024**

Freelance

- Worked with design teams on collaborative game scripting and various design subjects like level, system, and narrative design, often leading and taking ownership on level and gameplay design.
- Routinely participated in limited-time Game Jams fulfilling a myriad of roles such as:
    - Planning and scoping the whole production of a game and its mechanics, story, and theming.
    - Working in multiple areas of game development such as art, animation, scripting, and level design.
    - Timeboxing tasks with teammates and effectively communicating work to ensure no confusion.

Lead Level Designer   **2019-2020**

FBLA

- Spearheaded art direction & project management on a small team, taking initiative on visual game identity and core game pillars.
- Designed multiple backgrounds for levels and cutscenes that emphasize player interaction and exploration.

EDUCATION

Full Sail University   **2020-2022**

BS Game Design

- GPA: 3.97/4
- Recipient of the Advanced Achievement Award

SKILLS AND INTERESTS

- Proficient Tools: Unity, Unreal Engine, Git, Machinations, PureRef, Adobe Suite, Jira, Visual Studio
- Proficient Skills: Game Design, Level Design, QA, UI/UX, Copywriting, Character Creation, Digital Art
- Interests: Indie horror games, my pet bearded dragon, drawing, sad jazz, learning skills (embroidery, leathercrafting, keyboard building) arbitrarily