Shravan Kumar KS

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Bangalore, Karnataka, India, 560045

PASSIONATE GAME DESIGNER

Game Designer with **3 years of experience** in mobile F2P games, specializing in **core gameplay systems, economy design, and LiveOps**. Designed and shipped systems like batting, bowling, fielding, progression, tasks, and rewards, improving **retention and session length**. **Data-driven designer with strong economy balancing, UX, programming,** and cross-functional collaboration experience, including work presented at **GDC 2025.**

PROFESSIONAL EXPERIENCE

Lightfury Games   **Jan 2025 - Present**
Game Designer 1

- Authored and maintained concise GDD and TDD, ensuring clarity and alignment across cross-functional teams.
- Designed UX flow for the **FTUE Funnel, Game Modes** like Quick Match, which was presented at **GDC 2025**.
- Conducted in-depth research and **analysis of massive cricketer statistics to fine-tune cricketer attributes**, ensuring competitive balance and **authenticity**.
- Built **gameplay systems** like Fielding, Batting, and Bowling from scratch to enhance the **game feel**.
- Designed and Balanced core **meta of the game, like Account Progression, Task System, and Reward System**.
- Partnered closely with gameplay, backend, and art teams to deliver high-quality features and elevate the overall product experience.

Dream Game Studios (Dream11)   **Aug 2023 - Dec 2024**
Game System Designer

- Designed and balanced in-game economies and resource progression systems to improve player retention and monetization.
- Automated data handling using **Google Sheets** and **App Scripts** to streamline game balancing and **LiveOps iterations**.
- Designed and launched LiveOps features such as Battlepass, Store, Task System, and Quick Match, which **increased D7 retention from 15% to 25% and session length by 50 minutes.**
- Conducted **gameplay deconstructions** to understand competitor games, focusing on player motivation and free-to-play mechanics.
- Collaborated cross-functionally with designers, developers, and product managers to ensure the timely delivery of game content.

Associate Game Designer

- Developed **engaging reward loops** that **enhanced average session length from 29 minutes to 35 minutes**, which increased player satisfaction.
- Analyzed user data to improve feature designs, progression systems, and balancing, ensuring a smooth difficulty curve for diverse user segments.

IpApps Private Limited   **Oct 2022 - Dec 2022**
Game Designer (Part Time)

- **Built 13** Hyper Casual Games, in which **owned and built 5 games from Scratch to Live**
- Worked on Game Concept, Level Design and Balancing.

GAME DESIGN INTERNSHIPS

- **Rendered Ideas -** Worked closely with Senior Designers to **balance difficulty curves** through Level Design**.**
- **Relinity pvt -** Worked to build an upcoming casual game "Punch Man"

TECHNICAL AND SOFT SKILLS

- Economy Design
- System Design
- Research and Data Analysis
- Mathematics

- Gameplay Design
- Game Programming
- Documentation
- UX Design

- Excel, Google Sheets
- C#, C++
- Automation using App Script
- Game Engines (Unity, Unreal)

EDUCATION

Bachelor of Science
Majors: Game Design and Development
ICAT Design and Media College (Allagappa University)

EXTRACURRICULAR ACTIVITIES

President, Game Studio

- Participated in Game Jams with peers
- Collaborated to create college final year game project.