

Sitansu kumar Sahoo

Senior Game Designer

Contact Information

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Professional Experience

Senior Game Designer

Remote Speech, December 2021 – Present

- Designed mechanics, levels, and stories for 36 kids' games. Boosting engagement by 20%.
- Maintained comprehensive design documentation & UI flowcharts.
- Mentored junior designers, and led task distribution for seamless project delivery.
- Developed a 3D hide and seek-based game in Unreal Engine, currently in development.

Career Break

January 2020 – November 2021

- Enhanced game design and Unreal Engine skills.
- Developed "Samurai Runner," ([available on Google Play Store](#)).

Game Designer

Godspeed Games, March 2019 – January 2020

- Implement new game features and systems; designed, "Ultras the Game," improving UI and gameplay; Balanced game economy and its item features. Increased player retention by 25%.

Test Engineer

Godspeed Games, June 2018 – March 2019

- Tested on mobile and Nintendo games, identifying and documenting bugs.

Test Engineer

Global Step, September 2017 – May 2018

- Tested games like "Pac-Man Championship Edition 2 Plus 2p" and "Dark Souls Remastered."
 - Collaborated with Ubisoft Pune on "Starlink: Battle for Atlas".
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Education

B.Tech in Electronics & Telecommunication Engineering

Krupajal Engineering College, Odisha, | 2012 – 2016

- CGPA: 7.32
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Skills

Technical Skills : Game Design Documentation, Unreal Engine (UE4, UE5), Adobe Photoshop, Audacity, Unity, Game Prototyping, Microsoft Visio, Excel, Word, Git Repository (basics), Jira