ROHIT SUVARNA

Đà Nẵng, Vietnam | +84-376199441

rohit.y.suvarna@gmail.com | rohitsuvarna.com | linkedin.com/in/rohitsuvarna

SENIOR GAME DESIGNER – FEATURE & SYSTEMS DESIGN | LIVE OPS | MONETIZATION

PROFESSIONAL SUMMARY

Senior Game Designer with **16+ years of experience** designing and shipping mobile and live-service games, including **4+ years at Ubisoft** across Just Dance Now, Rocksmith+, and Trials Frontier. Experienced in feature ownership, cross-studio co-development, systems design, monetization, retention, and live ops. **Hands-on experience with Unity, Snowdrop, and proprietary engines**. Led and mentored design teams of up to 6 designers and worked with multidisciplinary teams of over 20 people.

CORE COMPETENCIES

- **Leadership:** Design Direction, Mentoring, Cross-Studio Co-Development, Roadmaps, Scope Management, Stakeholder Collaboration, Brand Alignment
- **Game Design:** Feature & Systems Design, Progression & Economy Balancing, Live Ops Design, Prototyping, FTUE & Onboarding Design
- **Tools:** Hands-on with game engines as required *(past experience with Unity 3D, Snowdrop and Trials proprietary physics engine)*, Figma, Miro, Jira, Perforce, Confluence, Google Workspace

PROFESSIONAL EXPERIENCE

Gear Games, Đà Nẵng — Senior Game Designer

October 2022 – Current

WWE Champions (Scopely), myVEGAS Bingo (Playstudios), XCOM Legends (2K), Prototyping

- **Own feature and systems design** across international client projects, working directly with Product and Design leads from proposal through implementation, coordinating with UX, Art, and Engineering teams to deliver the design vision.
- Designed and delivered a **bracketed leaderboard system for WWE Champions**, using player data and simulated models to improve competitive segmentation. The feature increased event engagement and PvP match completion, and as a result, monetization of event related offers went up.
- Designed multiple progression and live ops features for **WWE Champions**. Worked closely with Product to split Larger features into phases to align with the client release goals tied to major WWE events, whenever necessary.
- Designed and balanced live ops events, season passes, rewards, and RTP targets for **myVEGAS Bingo**, using simulated models to support D15 - D30 retention and monetization goals.
- Led end-to-end design of a mobile football social-casino title for **Carry1st**, defining core mechanics, RNG balancing, league competition, and seasonal live ops systems while mentoring junior designers.
- Accelerated prototype iteration cycles on an unannounced **Rogue-lite Action game for Homa Games** by designing and balancing NPC/AI behavioral data and mission data, designing arcade vehicle physics, and leading structured internal playtests.

Ubisoft, Pune — Senior Game Designer

July 2018 – September 2022

Rocksmith+, Rocksmith Tuner, Just Dance Now, Trials Frontier

- Delivered features through cross-studio co-development with **Ubisoft San Francisco, Osaka, Paris, and RedLynx**. Collaborated closely with Design, Product, Creative, and Engineering teams across these studios.
- Co-developed **Rocksmith+** with Ubisoft San Francisco and Osaka. Owned mobile feature compatibility, platform compliance, and FTUE design. Helped ideate the **Rocksmith Tuner** app concept and took it through prototyping, production, and live release while leading a team of two Game Designers.
- Led the **Just Dance Now** UX and userflow overhaul alongside the Product Manager and a **18 person multidisciplinary team**. Improved song discovery, subscription-store visibility, and designed the shareable Dance Card to support engagement, retention, monetization, and organic acquisition.
- Designed live-event formats, gameplay mechanics, objectives, and rewards for **Trials Frontier** to support engagement and monetization while leading and mentoring a team of three designers.
- Worked hands-on across **Snowdrop, Unity 3D, and the RedLynx proprietary engine** for design validation, data implementation, UI iteration, debugging, and gameplay balancing. Improved the Trials Frontier motorcycle integration workflow, reducing implementation and balancing time by approximately 50%.

Reliance Games, Pune — Lead Game Designer

August 2012 – June 2018

Real Steel Champions, WWE Mayhem, Real Steel World Robot Boxing, Super Pixel Heroes, Pacific Rim 2(unreleased)

- **Led and mentored design teams of up to 6 designers**, covering design direction, task allocation, reviews, performance feedback, conflict resolution, stakeholder presentations, and candidate interviews.
- Conceived and prototyped an end-game robot customization and fighting league feature for **Real Steel World Robot Boxing** to improve veteran player engagement and retention. This **concept was greenlit as the foundation for the standalone successor, Real Steel Champions**, after the working prototype was presented to senior Product stakeholders and the CEO.
- Served as **Lead Game Designer on Real Steel Champions**, defining its core loops, meta-game, progression, and economy while working with an approximately **20 person multidisciplinary team**, including three other Game Designers.

Reliance Games — *Game Designer* | January 2010 – July 2012

- Designed and shipped games for established entertainment IPs across multiple feature phone platforms.

Maya Academy of Advanced Cinematics — *Academics Head & Senior Instructor* | March 2006 – April 2007 & April 2008 – December 2009

- **Managed curriculum execution and instructional quality** for 3D animation courses, training junior instructors and overseeing student production environments.

EDUCATION & FORMAL TRAINING

- **Diploma in Digital Character Animation** — Vancouver Film School, Canada (2007–2008)
- **Certified Professional Course in 3D Animation & Filmmaking** — MAAC, Mumbai (2004–2005)
- **B.Sc. Information Technology (Coursework Completed)** — S.K. Somaiya College (2002–2005)