

SAHIL SAH

Game Designer

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Profile

Game Design student with experience in Unity, Unreal Engine 5 and RPG Maker XP. I enjoy creating game systems, level design and gameplay mechanics. I have published a solo game on Google Play Store and worked on team projects and game jams.

Skills

Design: Game design, Systems design, Level design, Game documents, Game analysis

Tools: Unity 2D, Unreal Engine 5 Blueprints, RPG Maker XP, Blender, Maya

Technical: Object pooling, 2D physics, Input systems, AdMob, Play Store publishing

Projects

Bow and Arrow Combat Mechanics: Built a ranged combat system in Unreal Engine 5 using Blueprints.

Skater Bnyu: Designed, developed and published a 2D endless runner for Android using Unity.

GD Lassi Wala: Game Designer for a team project that won 2nd Prize in ACAD Game Jam 2025.

Project Time: Project Tracking Manager for a Unity puzzle game.

Other Work: Carrot Collector, Flappy Bird, Cut the Rope, 3D models and RPG level design practice.

Case Studies

Character balance, Crafting systems, Inventory systems and a full breakdown of Castlevania Lords of Shadow 2.

Achievements

2nd Prize at ACAD Game Jam 2025.

Languages

English and Hindi

Education

B.Des in Game Design, Artemisia College of Art and Design, Indore (2024 to 2028, Ongoing)

Class 12, M K College, Bhutahi (BSEB), 2024