

# AMIT RAMANUJ

Senior Game Designer and Product Manager with 14+ years of experience leading cross-functional teams to deliver 25+ titles.

Vancouver, BC

[LinkedIn](#)

[Email](#)

[Portfolio](#)

## EXPERIENCE

**Senior Game Designer** | *TapNation, Vancouver*

*November 2024 - Present*

**Senior Game Designer** | [Hell Rush](#) | *Titangen AI, San Francisco*

*April 2024 - September 2024*

- **Game Design & Development:** Led design & development of Hell Rush (a roguelite mobile RPG).
  - Successful soft launch on iOS and Android.
- **Data-Driven Optimization:** Implemented remote config & A/B testing framework.
  - Increased D1 retention to 35%, D3 to 17% through A/B tests.
  - Improved Avg. playtime to 40 mins through regular content release.
- **Product Strategy & Monetization:** Developed product roadmap focused on retention, engagement, and revenue growth.
  - Implemented in-game economy & shop for monetization.
- **Analytics & Reporting:** Established a comprehensive game analytics system.
  - Led the integration and setup of Game Analytics, and Firebase Analytics.
  - Created an intuitive dashboard for data visualization.

**Feature Designer** | [The Walking Dead: RTS](#) | *Iugo Mobile, Vancouver*

*September 2020 - November 2023*

- **Feature Owner:** Designed and developed core game modes & engagement features.
  - Increased 3x PvE content via new modes & meta-features.
  - Improved player activation through FTUE and progression systems
  - Designed intuitive, responsive, and consistent UI/UX
- **Data-Driven Level Design:** Built tools leveraging player data for level creation.
  - Maintained challenge & engagement through data-informed content.
- **Release Plan & Execution:** Planned and executed 10+ successful beta & global releases.
  - Cross-team collaboration on timelines.
  - Live release monitoring & issue resolution.

**Senior Game Designer** | *Godspeed Games, Pune*

*July 2017 - April 2020*

- Led cross-functional team in the development of 3+ published titles.
- Managed agile project execution and utilized progress-tracking tools.
- Instituted iterative development, securing client buy-in through rapid product demos.

## SKILLS

### Game Design

Systems Design, Level Design, Player Progression, Economy Design, GDD and UI Design, Prototyping, Live-Ops

### Product Management

Product Strategy, Market Research, Project Management, Data Analysis, Cross-functional Collaboration, Team Mentoring and Leadership, Agile Product Development

### Tools

MS Office, Google Suite, Jira, Confluence, Adobe XD, Figma

### Technical

C++, C#, Unity Engine, Unreal Engine, Blueprints, Blender, GitHub, SQL

## CERTIFICATES

[Product Manager Certification \(PMC™\)](#)

[PMI Agile Certified Practitioner \(PMI-ACP\)®](#)

[IBM Enterprise Design Thinking Practitioner](#)

## EDUCATION

MSc Computer Games Programming  
*Teesside University, UK*

Bachelor of Computer Applications  
*SP University, India*

**Lead Game Designer** | *CYMPL Studio, Pune*

*September 2016 - June 2017*

- Led the design for Masala Express, Tap Tap Millionaire, and 4 additional titles, driving their successful releases with +10 Million downloads.
- Managed a team of 5 designers, fostering collaboration and mentorship to enhance team capabilities.

**Project Manager** | *OpenXcell Technolabs, Ahmedabad*

*June 2014 - August 2016*

- Led the design, planning, and management of 15+ successful client projects, ensuring on-time and on-budget delivery.
- Managed a cross-functional team of 12 members, fostering a collaborative and productive work environment.

**Game Designer** | *Box-in Games & Gameanax, Ahmedabad*

*Apr 2012 - May 2014*

**Game Programmer** | *Iguana Entertainment, UK*

*Jan 2011 - Jan 2012*

**NOTABLE GAMES**

[The Walking Dead: Road To Survivor](#) | [IUGO Mobile](#)

[Hell Rush: Wild West Survivors](#) | [Titan AI](#)

[Godspeed Cricket League](#) | [Godspeed Games](#)

[Masala Express](#) | [CYMPL Studio](#)