Amit Ramanuj

SENIOR GAME DESIGNER

✉ ramanuj@live.co.uk
🔗 Portfolio
in Amit Ramanuj

🎮 **Highly Experienced Game Designer/Developer:** 14+ years of cross-platform, multi-genre experience, shipping 25+ titles, including popular franchise like The Walking Dead & Masala Express with 10+ million users.

🧗 **Strong Leadership and Management:** Led, mentored, and managed cross-functional teams of 15+ members, fostering collaborative environments and enhancing their skills and efficiency.

📈 **Data-Driven Product Visionary:** Improved user engagement (5x session length), D1 retention (20% to 35%), and D3 retention (5% to 17%) through data-informed product roadmaps, feature prioritization, iterative development, and A/B testing.

🧎 **Agile Advocate:** An Agile Certified Practitioner (PMI-ACP) embracing Agile principles and servant leadership, facilitating effective sprint planning, backlog refinement, and collaborative teamwork.

🖥 **Technical Proficiency:** Proficient in C++/C#, Unity, and Unreal Engine. Seasoned user of Figma, Jira, confluence, and expert-level spreadsheet skills.

EXPERIENCE

Senior Game Designer
🏢 Titan AI | San Francisco, California   📅 April 2024 - Present

Hell Rush: Wild West Survivors: A mobile roguelite action game set in the wild west with Gen AI powered companions.

Feature Designer
🏢 IUGO | Vancouver, BC   📅 September 2020 - November 2023

The Walking Dead: Road To Survival: A mobile RPG based on the comic book series The Walking Dead.

Unannounced Title: An RPG for PC and mobile platforms.

Senior Game Designer
🏢 Godspeed Games, Pune   📅 July 2017 - April 2020

GCL Cricket Challenge: An asynchronous multiplayer cricket game.

Ultras The Game: A real-time multiplayer battle sim with ultra-fanatic hooligans

Galactic Racers: An unreleased arcade kart racing for Xbox One

Lead Game Designer
🏢 CYMPL, Pune   📅 September 2016 - June 2017

Masala Express: A fast-paced cooking game for mobile platforms

Project Manger
🏢 OpenXcell, Ahmedabad   📅 June 2014 - August 2016

Game Designer
🏢 Gameanax, Ahmedabad   📅 Apr 2012 - May 2014

Game Programmer
🏢 Iguana Entertainment, UK   📅 Jan 2011 - Jan 2012

SKILLS

Game Design
Systems Design, Level Design, Spreadsheet Proficiency, UI/UX Design and Wireframe, Data Analysis, Documentation (PRD, GDD, TD)

Tools & Technical
C++, C#, LUA, SQL, Unity Engine, Unreal Engine, Visual Scripting(Blueprints), Figma, XD, MS Office, Google Suite

Management & Leadership
Agile Methodologies, Team Leadership, Cross-functional Collaboration, Mentorship, Communication & Collaboration, Delegation & Empowerment

EDUCATION & CERTIFICATES

Product Manager Certification (PMC™)
📖 Brainstation   📅 2024

Enterprise Design Thinking Practitioner
📖 IBM   📅 2020

Agile Certified Practitioner (PMI-ACP)®
📖 Project Management Institute   📅 2021

MSc Games Programming
📖 Teesside University, UK   📅 2010

BSc Computer Applications
📖 SP University, India   📅 2009