Chinmay Kawale
Game Designer

I turn ideas into shipped features and my main job is making sure people can focus on doing great work without friction. I have around **4 years of experience in the industry as Designer and QA.**

Mobile - +44-07553819816 / +91-8879387057
Email - contactchinmaykawale@gmail.com
Website - chinmaykawale.com
LinkedIn - https://www.linkedin.com/in/chinmaykawale9/

Experience:

Game Designer
06/2023-09/2024

Xansr Technologies -
Hyderabad, India

- **Designed levels** and integrated **meta-game** features for the web game **Street Dribble**, targeting high engagement and retention.
- **Prototyped new game features** and mechanics from concept to early implementation using **Unity**.
- **Balanced in-game economy** systems and progression to ensure long-term player satisfaction.
- Shadowed senior designers to gain insights on best practices in **live game operations**.
- Implemented and scheduled live and **limited-time events** to support content cadence.
- Led a **cross-functional team of 2 developers and 2 artists** for content creation and delivery.

Dev QA
04/2022-06/2023

Xansr Technologies -
Hyderabad, India

- Contributed on feature & live-ops QA team for **Temple run 1 & 2.**
- **Led feature testing with a QA team** of 2 for new game mechanics and core systems.
- Assisted in **balancing core gameplay loops** and tuning level progression.
- Worked with CS team, helping to identify and resolve **player-impacting issues**.

FQA Tester
08/2021-04/2022

Keywords Studios -
Gurugram, India

- Worked in the **functionality and compliance** QA team on multiple console titles.
- Supported the **Zombie Army 4** Switch port, ensuring parity with pre-released builds and **Switch compliance**.
- Worked on **Sniper Elite 4** (PS4/PS5) and Suicide Squad, handling feature validation and client reporting.
- Gained deep exposure to **AAA workflows and cross-platform** design evaluation.

Titles I have worked on:

- Temple Run 1 & 2
- Sniper Elite 4
- Zombie Army 4
- Suicide Squad
- Street Dribble

Skills:

- Clean & Precise Documentation.
- Prototyping & Wire-framing.
- Economy Balancing.
- Level-Design.
- FTUE Design.
- Live-Ops and Event Design.
- Feature scheduling and mitigation.
- Cross-disciplinary coordination (design, art, engineering).
- QA Pipeline Integration.
- Jira, TestRail, Trello, Confluence, Notion.
- Visual Scripting.
- C#, C++.
- Unity, Unreal, Godot.
- Bug reporting & tracking.
- Firebase Analytics.
- Playtest Management.

Education:

MA Game Design
09/2024-10/2025

University for Creative Arts - Franham

- Collaborated with students from Arts and Programming backgrounds to conceptualize, design, and build original game projects, exploring both theoretical and practical aspects of game design.