AKASHAT MISHRA

GAME PRODUCER

CONTACT

- 📞 +48 453 610 607
- ✉️ akshatmishra5682@gmail.com
- 📍 Warsaw,Poland

EDUCATION

2025- Present
FUTUREGAMES
- Diploma Game Production

2018 - 2022
B.S.P.I.G.T
- B.Tech Computer Science and Game Development

SKILLS | TOOLS

- Figma & Miro
- Unity & Unreal
- Managment tools (JIRA, Clickup)
- Agile & Scrum
- Sprint Planning
- Roadmapping
- Risk Management
- Scope Control
- Jira
- Trello
- MS Excel/ Spreadsheet
- Unity / Unreal
- Version Control (Git/Perforce)
- Stakeholder Management
- Cross-Functional Team Lead

LANGUAGES

- English: Fluent
- Polish: Basic

PROFILE SUMMARY

Game Producer with 4+ years of experience leading sprint cycles, milestone planning, and cross-functional execution across game development teams. My background in design, combined with production leadership, enables me to bridge creative ambition with structured delivery.

I specialize in creating clear roadmaps, optimizing workflows, and fostering alignment across disciplines — ensuring projects move forward with focus, transparency, and measurable progress.

WORK EXPERIENCE

Nordic Waves   Copenhagen
2025 - PRESENT
Game Designer / Associate Game Producer

- **Stakeholder Management**: Acted as the primary bridge between a team of climate scientists and the game development studio. Successfully translated complex educational learning objectives and climate science data into actionable game mechanics and design documentation.
- **Agile Project Management:** Managed the development pipeline using Jira, organizing sprint planning, backlog grooming, and task distribution to ensure the cross-functional team met MVP milestones.
- **Cross-Platform Production**: Led the production of a cross-platform title (Meta Quest VR + WebGL), coordinating the technical integration between the VR "Drop Operative" module and the PC "Orbital Command" interface.
- **Scope & Documentation:** Created and maintained the Game Design Document (GDD), establishing clear scope boundaries for the Phase 0 MVP to prevent feature creep and ensure timely delivery of the educational curriculum.
- **Risk Mitigation:** Identified critical technical risks regarding network latency for 20+ concurrent players; implemented early prototyping sprints to validate the server architecture before full production.

Tiny Tactics
2023 - 2025
Associate Game Designer | Live ops & Product

- **Product Strategy & Prototyping:** Led the prototyping phase for 6+ hyper-casual and hybrid-casual concepts, managing the iteration cycle and tracking KPI benchmarks to make data-driven "kill/continue" decisions.
- **Live-Ops & Optimization:** Designed and executed A/B testing strategies for progression pacing and reward systems, directly influencing core retention metrics (D1/D7).
- **Data Analysis & Telemetry:** Built feature telemetry and dashboards to visualize player funnels, identifying critical drop-off points and implementing solutions to reduce churn.
- **Monetization Implementation:** Structured ad-placement and IAP flows to maximize ARPDAU, balancing revenue goals with a positive user experience.
- **Stakeholder Communication:** Facilitated weekly KPI reviews with product leads, translating data insights into actionable production adjustments and roadmap priorities.

PUBLISHED TITLES

GARDEN MAKEOVER
COMPANY : TINY TACTICS

Match-3 Level Design:
- Designed and balanced 500+ levels with progressive difficulty curves.
- Implemented new obstacle mechanics to keep gameplay fresh and engaging.
- Conducted iterative playtesting to ensure retention-friendly pacing.

Events & Live-Ops:
- Created limited-time events (tournaments, seasonal challenges) that boosted DAU by 15% during event windows.
- Designed reward systems and progression loops to improve engagement and monetization.
- Balanced event difficulty/rewards to maintain fairness and replayability.

Player Retention & Monetization:
- Implemented daily tasks, streak bonuses, and timed rewards to improve player retention.
- Contributed to in-app purchase tuning, supporting monetization strategies without harming player experience.

LOST TEMPLE 2

COMPANY : VINCELL STUDIOS

- Designed 50+ unique puzzles with progressive difficulty.
- Wrote branching storylines to increase narrative engagement.
- Implemented mechanics that improved player retention by 20%.

SECRET AGENT

COMPANY : VINCELL STUDIOS

- Created new puzzle mechanics and optimized over 100 levels.
- Balanced game economy and progression, reducing drop-off by 15%.
- Supported porting for multiple platforms.

HORROR MYSTREY

COMPANY : VINCELL STUDIOS

- Designed 3 new puzzle systems adopted across multiple titles.
- Conducted playtests with 50+ players to validate difficulty balance.
- Improved average level completion rate by 12%.

Vincell Studios
Jr Game Designer

2021 - 2023

- **Level Design & Pacing:** Designed and constructed over 100+ levels for Match-3 and HOPA titles, focusing on progressive difficulty curves and pacing to ensure a smooth player experience.
- **Puzzle Mechanics:** Conceptualized and prototyped unique puzzle systems, including match-and-collect mechanics and hidden object interactions, to keep gameplay engaging and varied.
- **Narrative Design:** Authored branching storylines and dialogue scripts, integrating narrative elements directly into gameplay loops to drive player motivation and emotional investment.
- **Scene Interaction:** Built interactive scene logic in Unity, scripting environmental feedback and tactile UI elements to enhance the "hidden object" gameplay experience.
- **Cross-Genre Development:** balanced economies and progression systems across multiple genres (Horror Mystery, Secret Agent), ensuring that narrative and gameplay complemented each other.

UNRELEASED TITLES

PROJECT J

ACTION ADVENTURE AA TITLE
ROLE : GAME DESIGNER

- Designed elemental combat system blending hack-and-slash mechanics with five-element abilities.
- Developed Chakra-based skill progression tree with tactical activation abilities.
- Created sound-reactive temple puzzle mechanics and physics-driven environmental traversal systems.
- Implemented Karma-based player behavior system influencing narrative and combat intensity.
- Contributed to semi-open world structure and ability-driven exploration design.

FLOW ODYSSEY

HYBRID CASUAL TITLE
ROLE : FOUNDER/GAME PRODUCER

Original game IP developed from concept to vertical slice under lean production constraints.

Production & Leadership:
- Established full production pipeline from concept to playable vertical slice.
- Implemented ClickUp as centralized production tool to replace Jira, optimizing cost efficiency and team workflow.
- Designed sprint cadence, milestone checkpoints, and backlog architecture.
- Led cross-functional coordination between design, engineering, and art.
- Prioritized feature scope against limited team bandwidth to maintain delivery focus.
- Conducted internal playtest reviews and iteration cycles.
- Structured pitch-ready builds and documentation for investor discussions.

Game Design & Systems:
- Designed core gameplay loop and progression structure.
- Developed scalable systems aligned with long-term roadmap.
- Balanced creative ambition with production feasibility.