

Surya Rai

Game Designer



[linkedin.com/in/suryahmrai](https://www.linkedin.com/in/suryahmrai)

suryahmrai@gmail.com

+91 7738620148

www.suryahmrai.com

About Me

A game designer with a strong affinity for feature design and game balancing using rational methodologies.

4 years of experience across console, PC & Mobile - multiplayer casual and midcore games.

Led Design on multi-million dollar projects across 3 time zones.

Work Experience



Game Designer

Zynga

July 2022 - Current (1 year 1 month)

- **Unannounced Project**
 - Lead designer and vision holder for an unannounced project.
 - Responsible for setting standards for documentation, communication and quality.
 - Owner of all features from design side, responsible for delivering clear and concise specs, communicating with the other disciplines.
 - Set up tuning strategy, KPIs for the design team and basic economy.
- **Farmville: Tropic Escape**
 - Responsible for multiple cadence events
 - Brought in \$400K+ across multiple features, highest performing events for the year 2022 even with a declining player base.
 - Responsible for the design and narrative of cadence events and new features.



Game Designer

Mayhem Studios

June 2021 - July 2022 (1 year 1 month)

- **Unannounced Project**
 - Functioned as a team lead, managing other designers across all features
 - Concepted on the high level design, pre-production and production of a multi-million dollar project.
 - Served as the key stakeholder and responsible for the overall design of the project.



Game Designer

Sumo Digital

July 2019 - June 2021 (2 years)

- **Texas Chainsaw Massacre - 9/10 Gamespot**
 - Handled parts Meta-Game features, including balancing and core design
 - Conducted multiple design meetings and brainstorming to meet and execute vision
 - Implemented functionality and features in blueprints from tools provided by tech team as a technical designer.
- Worked as a feature designer on other unannounced projects.

Relevant Skills

- Game Engines - Unity and UE
- Microsoft Suite
- Adobe Suite - Photoshop, Illustrator
- UX Wireframing - Figma, XD
- Video Editing - Premiere Pro, DaVinci Resolve
- Audio Creation - FL Studio, Audacity
- Source Control - Github, Perforce
- Team Communication and Project Planning - Slack, JIRA, Teams, Waterfall & AGILE management

Education History

Bachelor of Arts (Honours) in Game Design and Product Management

Institution: Abertay University
Dundee, Scotland

Year of Graduation: 2019

- 2:1 Honours
- Lead Design for Aetherfall Games - Student Led project that showcased itself on the EGX 2018 show floor alongside Spider-man PS4 and others.

References

TEJAS OZA - DESIGN LEAD AT SUMO DIGITAL

"Surya is a designer who not only cares about what he's been asked to accomplish, but is consistently cognizant of how its supposed to slot into the game as a whole. He's both energetic and hyper focused."

DHANANJAI HARI - AVP OF PRODUCT, AT MAYEHM STUDIOS

"Surya is one of the most talented designers I have come across. His ability to take on so much responsibility and set the vision for the project at such a young age says everything you need to know about him! While he is proficient at both Unity and Unreal, what sets him apart is his commitment to always finding the "Fun" & his drive to constantly improve his skills. Surya is a fantastic colleague! A natural leader and an absolute pleasure to work with!"

UDAIN SINGH TOMAR - LEAD LEVEL DESIGNER AT SUMO DIGITAL

"I worked with Surya for a few months and it was great to see him grow into an even better game designer. His positive energy motivates everyone around him and is crucial for any team to bond and work well together. It was a great experience working with him."

IAN THECLERIC - DESIGN AND PROGRAMMING INSTRUCTOR

"I consider Surya as one of the best - if not the best- Game Design students I have got the opportunity to teach. He has always shown a remarkable interest to learn; whether going in depth into a topic taught in class, or proactively studying advanced Game Design notions."