Adnan Aqeel
Gameplay & Systems Designer

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SKILLS

Game Engines:

• Unity, Unreal Engine 5

Sotwares/Tools:

• Jira, Miro, Excel, Fork, Git, Perfoce, Visual Studio, Photoshop, Blender

Design Skills:

• 3C Design, Rapid Prototyping, Balancing, Systems

Programming Languages:

• C#, Blueprints

PROFESSIONAL EXPERIENCE

Gameplay & Systems Design | Dxverse.io | Cricket Battle Ground | Nov 2023 - July 2024

• Designed and iterated on the core real time **Gameplay Systems** for a competitive 1v1 sports game, covering ball delivery logic, trajectory behavior, timing windows, and responsive hitting mechanics.
• Designed the **Economy, Reward, and Progression Systems.**
• Worked on the **Onboarding and FTUE experience** to ensure clarity and accessibility for new players.
• Led discussions on, and pitched various in-game **Monetization and Player Retention Strategies** .
• Engaged in **QA and Playtesting** to find issues, and came up with design solutions.
• Drafted a **GDD** for investors, and worked with Programmers to draft a **Technical Design Document**.

PROJECTS

Gameplay Design | Futuregames | Project Slasher | March 2024 - April 2024

• Designed **Gameplay Systems** and **3Cs** (Grappling, Wall Running, Dashing)**.**
• Took ownership of **Level Design**, Lighting, and Visuals.
• **Researched,** played**,** and **analyzed** comparable games to identify successful design choices and understanding what made their player experiences feel compelling.
• Incorporated playtest feedback to refine and polish movement, level design, and overall game feel.
• Designed and Implemented **Encounter Systems**, including zone activated events and timed combat sequences that enhanced pacing and player engagement.

Gameplay & Systems Design | Futuregames | Scrap Gunsmith | Sept 2025 - Oct 2025

• Took ownership of **3Cs**, **Gameplay**, and **Stat/Attribute Systems** (Dashing, Weapon Upgrades etc)**.**
• Designed and implemented a **Modular Stat Upgrade System**.
• Created a **Live Weapon Modding System** with visual updates.
• Built a scalable **Data-Driven Ability Framework** (dash + related cooldowns/conditions), making it easy to add new abilities and passives without rewriting core gameplay code.
• Implemented runtime integration + balancing support for stats/mods (stacking rules, caps, and tuning hooks), enabling quick iteration and reliable testing across weapons and upgrades.

EDUCATION

Futuregames, Boden, Sweden   September 2024 - December 2026
Game Designer specializing in Systems Design

Whistling Woods International, Mumbai, India   August 2020 - July 2023
Bachelor's of Science in Game Design and Development