

Adnan Aqeel

Gameplay & Systems Designer

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SUMMARY

Gameplay & Systems Designer with experience designing and implementing core gameplay systems and mechanics in Unreal Engine 5 (Blueprints) and Unity (C#), with a systemic design approach. Former Gameplay, Systems & Progression Designer at Redawn Studios, contributing to a shipped competitive title. Focused on responsive player feel, clear rules, and fast iteration through playtesting and tuning, with a strong eye for detail.

SKILLS

Game Engines:

- Unity, Unreal Engine 5

Softwares/Tools:

- Jira, Miro, Excel, Fork, Git, Perforce, Visual Studio, Photoshop, Blender

Design Skills:

- 3C Design, Rapid Prototyping, Balancing, Systems

Programming Languages:

- C#, Unreal Engine 5 (Blueprint Visual Scripting)

PROFESSIONAL EXPERIENCE

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

- Designed and iterated core **real-time gameplay systems** for a *competitive 1v1 sports game*, including **ball delivery logic, trajectory behavior, timing windows**, and **responsive hitting mechanics**.
- Designed the **economy, rewards, and progression systems**.
- Designed and refined **onboarding/FTUE** to improve clarity and accessibility for new players.
- Designed **tournament structures** and **supported retention strategy design** that increased **player retention by 28%**.
- Performed **QA** and *playtesting* across builds, identifying issues and driving design fixes.
- Authored an investor-facing **GDD** and collaborated with programmers on a **Technical Design Document**.
- Shipped in beta with **10,000+ downloads on the Google Play Store**.

PROJECTS

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

- Designed core **gameplay systems** and **3Cs** for an action platformer, including *dash, wall run, and grapple mechanics*.
- Built and tuned **encounter systems** (*zone-activated events, timed combat sequences*) to support pacing and replayable challenge beats.
- Owned **level design** and visual pass, setting up spaces that reinforce movement routes, flow, and readability.
- Ran *playtests* and iterated on movement feel, encounter timing, and level layout based on feedback.

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

- Owned **gameplay + 3Cs** and the **stat/attribute layer**, keeping upgrades and movement changes readable and responsive.
- Designed and implemented a **Modular Stat Upgrade System** with clear stacking rules, caps, and tuning hooks.
- Built a **Live Weapon Modding System** where part swaps update **stats and visuals** immediately to support quick in run build experimentation.
- Built a **scalable data-driven ability framework** (*cooldowns, conditions, passives*), enabling fast iteration without rewriting core logic.
- Implemented **balancing support** for stats/mods to validate tuning reliably across weapons and upgrades.

EDUCATION

Futuregames, Boden, Sweden

Game Designer specializing in Systems Design

September 2024 - December 2026

Whistling Woods International, Mumbai, India

Bachelor's of Science in Game Design and Development

August 2020 - July 2023