

Mohit Punia

Game Design | Systems & Mechanics | F2P & Casual Games

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Summary

Game Design Director with **18+ years** of experience across mobile and casual games, spanning F2P, casino, edtech, and arcade genres. Proven leader in **systems design, core mechanics, economy balancing, and live operations**, with hands-on ownership across prototyping, tuning, and live iteration. Known for **simplifying complex systems into readable**, shippable gameplay across diverse genres. Experienced in setting design vision, mentoring teams, and shipping globally successful titles. Comfortable making trade-offs between design ambition, production reality, and live performance.

Core Expertise

- **Game Design:** session-to-session loops, meta progression, and difficulty ramps, combat, UX flows
 - **F2P & Live Ops:** Economy design, balancing, events, monetization loops
 - **Leadership:** Team building, mentoring designers, design vision & direction
 - **Production:** Feature ownership, sprint planning, documentation, pipelines
 - **Tools:** Unity, Jira, Confluence, Excel/Google Sheets, Figma
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Professional Experience

Independent Game Developer | Self-initiated Project

Apr 2025 – Present - Creating an original **casual mobile game** to explore clarity-driven mechanics and strong moment-to-moment gameplay. Full ownership of **game design, core systems, art direction, sound design, and development**. Focused on rapid prototyping, tight feedback loops, and scalable progression design. Preparing for **global mobile release**, including onboarding, difficulty tuning, and retention focused iteration.

Assistant Director – Game Design

Gameskraft | May 2023 – Nov 2024 - Set and executed **design vision** for a casino title, while cutting or reworking features that didn't meet retention targets, covering core systems, mechanics, progression, and feature design. Collaborated closely with engineering and art teams to translate high-level vision into production ready features. Actively involved in concept validation, prototyping, balancing, and live tuning. Team size: **~15 members** across design, development, and art.

Game Lead Designer

Carry1st, Pune | Jan 2023 – May 2023 - Game lead for a casual title (released post-tenure). Primary owner of **new features, design documentation, and systems alignment**.

Senior Game Designer

Garena (Sea Limited), Pune | Mar 2022 – Dec 2022 - Worked on an **original fighting game IP**. Owned **combat systems, core mechanics, and UI flows**. Collaborated with global teams across design, engineering, and art.

Lead Game Designer

GSN Games / Bash Gaming Pvt. Ltd. | Oct 2015 – May 2019 - Core designer on **Bingo Bash**, one of the world's leading social casino games. Owned **live ops systems, economy design, progression, and balancing** for a long-running global title. Designed high-frequency events and features supporting **long- term retention and monetization**. Worked closely with product, analytics, and engineering teams to iterate on live performance.

Lead Game Designer

Aquimo Sports Pvt. Ltd. | Sep 2014 – Aug 2015 - Developed a **motion-sensor-based basketball game**. Contributed to production planning and helped establish early **game production pipelines**.

Senior Game Designer & Associate Producer

GSN Games / Bash Gaming Pvt. Ltd. | May 2013 – Aug 2014 - Managed production and design for **Slot Bash**. Acted as a bridge between **front-end, back-end, art, QA, and design teams**.

Senior Game Designer & Associate Producer

Jump Games Pvt. Ltd. | Jul 2009 – Apr 2013 - Designed and produced multiple successful casual game titles. Mentored designers and supported multi-title production.

3D Artist

DQ Entertainment Ltd. | Feb 2006 – Jan 2007 - Character animation for games and TV series. Track modelling for racing games.

Education

- **MBA** – University of Madras, Chennai, India
 - **Game Design Diploma** – Vancouver Film School, Vancouver, Canada
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Career Highlights

- 18+ years across **multiple genres**: casino, casual, fighting, edtech, arcade
- Led and mentored **9 game designers** with cross-functional teams of **30+ developers and artists**
- Owned **systems, mechanics, and economies** for globally released live titles
- Contributed to products with **millions of players worldwide** across F2P and live-ops ecosystems
- Strong balance of **hands-on design execution** and **design leadership at scale**