

GAURAV KUMAR

GAME PRODUCER

Noida, India · [LinkedIn](#) · [Portfolio](#) · [Email](#) +91 7897574277

Result driven game producer with a lifelong mission to create experiences that brings people together. Specialized in building cross functional agile systems, leading diverse teams and defining strategic product roadmaps and MVP's from concept to completion in startup environment. Adept at risk mitigation, stakeholder vision and fostering a culture of creative problem-solving. CAPM certified and skilled in unity, version control system and project management tools.

SKILLS

JIRA and Azure DevOps, SourceTree and GitHub, Unity, Google Analytics

Agile Project Management, Servant Leadership, Analytical thinking, Effective Communication and mediation, Leading Cross-Functional teams, Problem solving and process improvement

PROFESSIONAL EXPERIENCE

[Gamemano](#) - India | *June 2023 – June 2025*

Game Producer

- Led an agile, **cross-functional team** of 43 (developers, artists, mathematicians, etc) and collaborated with C-suite executives and stakeholders on strategic planning. Conducted competitive game-market analysis to guide **product strategy** from concept to launch.
- Designed and implemented a **game development stream** and **communication process** for internal and external team workflow. This accelerated delivery speed by ~95%, cut cross-team errors by ~80%, and boosted overall team **efficiency** by ~45%, taking external sound **vendors** in account.
- Applied data-driven planning to remove **bottlenecks** and **allocate resources** effectively. Defined clear user stories and acceptance criteria. Delivered 13 slot games, 10 game reskins, and a new casino "fish" game across **PC, WebGL**, and **mobile devices** within three months.
- Directed recruitment, onboarding and **mentorship** for technical team growth. Established **agile workflows** (backlog management, feature prioritization, sprint planning/retrospectives) and organized internal training projects to strengthen team skills and collaboration (e.g. through hands-on hyper-casual game development exercises).
- Oversaw parallel **development** streams for slot and fish games, managing **risk** and resources. Also contributed to game/level design: created Unity prototypes/layouts, coordinated **playtesting** sessions, and analyzed gameplay data to iteratively improve game mechanics in line with **compliance** standards.

[GetMega](#) - India | *February 2021 – April 2021*

Game Tester

- Improved critical **retention metrics** during 100% DAU growth period: D1 from 26% to 34%, D7 from 8% to 12%, D30 from 3% to 5% through systematic QA implementation
- Supported user base expansion from 6.5M to 13.5M registered users by optimizing platform performance through comprehensive **analytics-driven testing** during public launch phase
- Reduced user churn by 20% and crash rates by 15% by identifying critical **UX issues** including resource optimization, matchmaking algorithms, and gameplay stability improvements
- Maintained 99.9% legitimate user ratio through advanced fraud detection and behavior monitoring while supporting 15%+ transaction volume growth in commission-based revenue model
- Enabled Series A funding preparation worth \$9M+ by accelerating product-market fit validation and supporting transition from **beta to production-ready** state with 200+ influencer partnerships

CERTIFICATES

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|--------------------------------------------------------------------|------------------------------------------------|
| • Certified associate in project management (CAPM) | Project Management Institute (PMI) 2024-2027 |
| • Agile project manager | LinkedIn 2023 |
| • Project Manager | LinkedIn 2023 |
| • Project Management Skills for Leaders | LinkedIn 2023 |

EDUCATION

U.P. Rajarshri Tandon Open University, Prayagraj | 2019 – 2022 Bachelor of Computer Application

PERSONAL PROJECTS

[ACTION RPG GAME](#)

This is an Action RPG game where, player takes role as the last survivor of a planet suffering from an evil deed by the armour king. I worked as a game produce, project manager, level designer and shader artist. This project strengthens my grip in game production end to end lifecycle and also my knowledge of the Unity.

- Created a detailed project plan by analyzing the current resources capacity.
- Utilized Unity's toolset extensively for AI, level design, optimization, audio, and sequence creation to bring the game to life.
- Iteratively improved the MVP's of the game, refining gameplay with each cycle.
- Directed the natural flow with linear level design, making focus points thought the area.
- Enhanced my skills in project management, time management, game production and self-motivation.

[FPP HORROR GAME](#)

This is a short survival horror game set in an FPP environment, drawing inspiration from iconic titles like Outlast. Key takeaways from this project. Intended for PC platform and improve my knowledge of end to end pipeline management.

- Managed all aspects of the project, concept to completion, keeping creative vision intact.
- Utilized Unity's toolset extensively for AI, level design, optimization, audio, and Timeline sequence creation to achieve the feel of the game.
- Developed the game features through research and player feedback, refining the game's immersion.
- Implemented strategic events, optimized player and camera controls to enhance player experience.
- Improved skills in project management, time management, and self-motivation.

[PLANET OF TWINS](#)

Planet of Twins is a single-player action-adventure game (inspired by Binary Land (NES). This game was intended for PC platform and improves my knowledge of business side of the games.

- Implemented dual-character control mechanics that require attention to play, using a proximity-based health system to create strategic tension and reinforce teamwork and unique MSP for game
- Introduced innovative gameplay features like the Weaver's Gate ability, acting as MVP's for the game
- Enhanced the game's cinematic presentation by utilizing Unity's Cinemachine for immersive storytelling.
- Strengthened the project as an investment pitch, making Business Case, showcasing its unique mechanics and narrative potential while outlining future steps for creating a vertical slice and securing additional funding.

FAVOURITE GAMES AND HOBBIES

VALORANT, Counter Strike, Rust, Schedule 1, Apex Legends, Overwatch 2, NFS, GTA Esports (VALORANT, Counter Strike), Sports (Football, Badminton etc.), Cooking
