



# Anushree Jain

## Game Designer

Lives in – Eindhoven, Netherlands  
Nationality – Indian  
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Portfolio – <https://www.anushreejain.com/>

### EXPERIENCES

Game Design **Chimpworks BV, Eindhoven**  
*March 2019 - present*  
**Game Designer**  
Hyper casual, casual, Idle, Idle Battle & rogue-like battle mobile games. Worked on game balancing, monetization, meta & other game design specific features using SCRUM method.

Internship **Digital Society School, Amsterdam**  
*Sept to Jan 2018 -19*  
**Design Researcher**  
Using design thinking to reintegrate ex-convicts into society anvvvd working in a multidisciplinary team in short design sprints to guarantee tangible results  
**Global Goals Jam 2018**  
Worked in a two-day sprint to achieve **SDGs** with a interdisciplinary team, to develop a Game concept towards Amsterdam

Game Design **Paper Boat Apps, Mumbai**  
*Feb to Aug 2018*  
**Game Designer & Project Manager**  
Led a team and did concept development to create 2D Casual and Educational games  
Kiddopia Math Whiz : [App store](#), [Google Play](#)  
Photo Guess : [App store](#), [Google Play](#)

Internship **Reliance Games, Pune**  
*April to Aug 2017*  
**Game Designer**  
Conducted user and market research to create several iterations, leading to the final prototype of a 3D Mobile Archery Game  
Created character variations & rewards for Little Krishna : [Google Play](#)

Internship **Magic Crate, Bangalore**  
*May & June 2015*  
**Game Designer**  
Researched and developed various ideations of DIY fun and educational boxes of activities on storytelling for kids

Internship **Rubbabu Inc. Gurgaon**  
*Dec to April 2013 -14*  
**Toy Designer**  
Designed Educational Rubber Flock Toys for Kids, from the concept stage to final product

### EDUCATION

Post graduation **National Institute of Design, India**  
*June – Jan 2014 -18*  
**Toy and Game design**  
- Physical and Digital Games  
- A breathing proximity sensor lamp and Obstacle avoiding robot using Arduino

Exchange Semester **Zürcher Hochschule der Künste, Switzerland**  
*Sept – Jan 2016 - 17*  
**Game Design**  
- 3D Game design and development  
- C# Programming  
- Published a game on web <https://anushree.itch.io/lone-ranger>

Bachelors **National Institute of Fashion Technology, India**  
*June – May 2010 - 14*  
**Fashion and Lifestyle Accessory Design**  
- Industrial (Products & Toy design)  
- Extensive material knowledge

### LANGUAGES

English   
Hindi   
German 

### DESIGN SKILLS

Passion for mobile games ● ● ● ● ●  
Research ● ● ● ● ○  
Ideation ● ● ● ○ ○  
Game balancing ● ● ● ○ ○  
Game mechanics ● ● ● ○ ○  
Project management ● ● ● ● ○  
Multidisciplinary teamwork ● ● ● ● ●

### SOFTWARE SKILLS

Adobe Photoshop ● ● ● ● ○  
Adobe In-Design ● ● ● ● ●  
Adobe Premier pro ● ● ● ○ ○  
Adobe Illustrator ● ● ● ● ○  
Autodesk Maya ● ● ● ○ ○  
Auto desk 3ds max ● ● ○ ○ ○  
Unity ● ● ● ● ○