

ADVAITH CHEERLA

Game Designer | Level Designer

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I am a Game Designer with hands-on experience in the free-to-play games market, specializing in systems, level balancing, and liveops design. I am proficient in Unity and Agile workflows, and I am focused on designing engaging mechanics, gameplay loops and progression systems that enhance player retention. I am eager to contribute to a collaborative team, with a long-term goal of specializing in combat and systems design.

Professional Experience

Game Designer - Stratosphere Games

Internship in Berlin, Germany: 2024

- Contributed to the successful global release of the game (with a focus on new player experience)
- Designed and documented new resource sinks and player abilities to increase late-game player engagement
- Authored designs for 40+ late-game levels, directly targeting an increase in long-term player retention
- Rebalanced over 60 existing levels to create a smoother difficulty curve and reduce early-game churn
- Implemented and balanced the seasonal Battle Pass reward track in Unity to drive daily engagement
- Collaborated cross-functionally with artists and developers on Jira to implement weekly Live Events
- Created and maintained clear Game Design Documents and one-pagers for the development team

Game Designer - CrazyLabs India

Freelance in Mumbai, India : 06/2021 - 03/2022

- Pitched over 60 hyper-casual game concepts by conducting rigorous market trend analysis.
 - Deconstructed successful mobile games to identify and translate marketable mechanics into high-retention concepts.
 - Focused on creating marketable prototypes with strong initial Key Performance Indicators (KPIs).
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Education

University of Europe for Applied Sciences, Berlin, Germany

Bachelor of Arts in Game Design

March 2025

Skills

Game Design Focus

Gameplay Mechanics, Level Design and Creation, Game Balance, Systems Design, Game Structure Planning, Combat Systems, Progression Systems, Feature Design, Battlepass Design, NPC/AI Behavior, Live Ops, Event planning, Battle-pass Planning

Hard Skills

Design Documentation, Visual scripting, C# fundamentals, Unity 3D and 2D, Unreal Engine (currently learning), G-Suite (especially spreadsheets), Git version control

General Skills

Project Management, Agile Workflows, Understanding of User Experience (general UX), Written and verbal communication, Knowledge of different genres: fighting games, soulslike, RPG, platformers, open world, survival, casual, competitive, hypercasual, MOBAs, shooters

Soft Skills

- **Communicating ideas:** I am able to communicate complex ideas clearly to technical teams in the form of game design documentation and one-pagers
- **Strategic Thinker:** I incorporate scalability and resource-constraints in my design process from the beginning and work around long-term business goals
- **Deadline-Oriented:** I consistently deliver high-quality work, even under pressure. This is demonstrated in my previous roles, which have required weekly game assets and large-scale branding projects

Languages

- English (Full Professional Proficiency)
- French (A2)
- German (A2)