



ADVAITH "AYDAN" CHEERLA

BA Game Designer | Level Designer

Chancenkarte in Germany, no visa sponsorship required

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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 focus on writing technical specifications and project documentation. I am eager to contribute meaningfully to a passionate team, with a long-term goal of specializing in **combat** and **systems** design.

Professional Experience

Game Designer at Gamucatex ([Tectonicus](#))

Freelance in Berlin, Germany: 10.2025 - 01.2026

- Designing and overseeing the combat design and gameplay balance of a turn-based strategy game, and the core system mechanics.
- Creating and maintaining clear Game Design Documents and one-pagers for the development team.
- Using **AI tools** like Gemini and Claude to maximize automation to allow faster and smarter work.

Game Designer at Stratosphere Games GmbH ([Dawn of Ages](#))

Internship in Berlin, Germany: 02.2024 - 07.2024

- Contributed to the successful global release of the game (with a focus on new player experience) with 1M+ downloads and a 4.5+ rating.
- Designed, documented and led the implementation of new resource sinks and player abilities to increase late-game player engagement.
- Authored designs for 40+ late-game levels in Unity.
- Rebalanced over 60 existing levels to create a smoother difficulty curve and reduce early-game churn.
- Collaborated cross-functionally with artists and developers on Jira to implement weekly Live Events and a seasonal Battle Pass reward track.

Game Designer at CrazyLabs

Freelance Contract 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 (retention and player engagement with ads).
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Education

University of Europe for Applied Sciences, Berlin, Germany

Bachelor of Arts in Game Design

03.2022 - 02.2025

Hard Skills

Game Design Experience

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

Familiarity with Tools and Concepts

Design Documentation, Visual scripting, C# fundamentals, Unity 3D and 2D, Unreal Engine (currently learning), G-Suite (especially Google Sheets), Git version control, Jira, Confluence, Gantt Charts, Figma, Adobe Photoshop, Aseprite, Pivot animator

General Skills

Project Management, Agile Workflows, Understanding of User Experience (general UI/UX)

Knowledge of different genres: fighting games, soulslike, RPG, platformers, open world, survival, casual, competitive, hypercasual, MOBAs, shooters, etc.

Soft Skills

- **Communicating ideas:** I am able to communicate complex ideas concisely to designers, developers and artists 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 prefer to 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
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Languages

- English - Native proficiency
- German - A2 proficiency
- French - A1 proficiency



27.01.2026