

Debjyoti Bhowmick

Game Designer | 2D Visualizer

 September 18
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[Link to Webfolio](#)

Work Experience

Role: Associate Game Designer

Company: Gameberry Labs

Duration: April 2025 – April 2026

- Feature design, Reward design, System simulations & personalisation tweaking of features for Ludo Star.
- Product owner of cosmetics in Ludo Star, responsible for 70% YOY cosmetics revenue growth in 2025.
- Responsible for Live Ops cadence, pre- production, art direction and event calenders in Ludo Star.

Key responsibilities:

- Feature Design
- System/ Economy Design
- Product Management

Role: Game Design Intern

Company: Gameberry Labs

Duration: July 2024– April 2025

- Performing data-driven feature design, reward design, system simulations & config tweaks for Ludo Star, servicing 1.3+ mil DAU approx.
- Live-ops event planning and management; acting as product team’s POC for marketing, art and animation teams.
- Responsible for design direction and creation of 300+ cosmetic requirement documents for the entire Live-ops calendar of 2025.

Key responsibilities:

- Feature Design
- Live-ops Management

Role: Game Design Intern

Company: Insanity Crew

Duration: Feb 2024– April 2024

- Working with a team of 10+ members on an unannounced project.
- Developing iterations for game mechanics & game systems, and also optimizing UX flow.
- Assisted in quest and combat design tasks for demo showcase.
- Created crucial system diagrams for progression and shop systems, thus streamlining the scripting and development process.

Key responsibilities:

- Game Mechanics
- Game Systems
- UI/ UX Design
- Quest Design

Role: Concept Artist

Company: Meta Lordz Studios

Duration: Dec 2021– Apr 2022

- Managed and optimised the work flow of 4 in-house artists.
- Oversaw visual direction for environment design, UI, and art asset development for the alpha release of the game "Meta Lordz".
- Developed concepts and visual frameworks for the main gameplay arena, 30+ UI elements, 10+ 2D props, and 5 character designs.

Key responsibilities:

- Team management
- Environment Design
- Character Design
- UI Design
- Vis- dev

Role: Freelance Pencil & Ink Artist

Company: Raj Comics

Duration: Jan 2021– Apr 2021

- Co- authored a spin-off comic book series "Azadi ki Jwala" for Raj Comics.
- Primary concept and pencil/ink artist for the series.
- Responsible for pencilling and inking all final pages for the comic book.
- Conceptualized over 10 character designs, environments and created 50+ pages of storyboards.

Key responsibilities:

- Character Design
- Storyboarding
- Concept Art
- Pencilling
- Inking

Role: Summer Art Intern

Company: TBS Planet

Duration: May 2020

- As a Summer Intern artist with TBSPlanet (creators of Flying Jatt), contributed to a pre-production team of 7 members.
- Responsibilities included storyboarding over 20 concept pages and iterating 3 character designs for a new IP.

Key responsibilities:

- Character Design
- Storyboarding

Education

Haute E’cole d’Art et de Design, Geneva

M. Des (Media Design)– Exchange Semester

September 2023- January 2024

National Institute of Design, Bangalore

M. Des (Digital Game Design)

August 2022- December 2024

College of Art, New Delhi

B.F.A (Visual Communication)

August 2018- May 2022

Shri Ram College of Commerce

B.A. Hons. (Economics)

August 2016- May 2018

Community Recognition

- Featured Artist and Exhibitor at the NRTYA Culture Showcase in May 2022.
- Official judge for the Queerentine Art Competition, held nationally by the Literature Society IIT Gandhinagar in June 2021.
- Featured Artist on 'HONI SOIT', a Sydney-based Student magazine in May 2021.
- Featured Artist on the September 2020 Edition of 'eUNIOA', an online art magazine.

Skills

Gameplay Design	UI/ UX Research
Gameplay Balancing	Applied Gamification
Combat Design	Environment Design
Quest Design	Worldbuilding
Game Systems	2D Animation
Level Design	2D Concept Art
Design Documentation	3D Modelling

Softwares

Gamemaker Studio	Miro
Google Sheets	Procreate
Figma	Adobe Photoshop
Godot	Adobe Illustrator
Unity	Adobe After Effects
Processing JS	Autodesk Fusion 360
Machinations	Autodesk Maya
SQL	Clip Studio

