

# ANUP YADAV

## KRISHNOJI

LEAD GAME DESIGNER

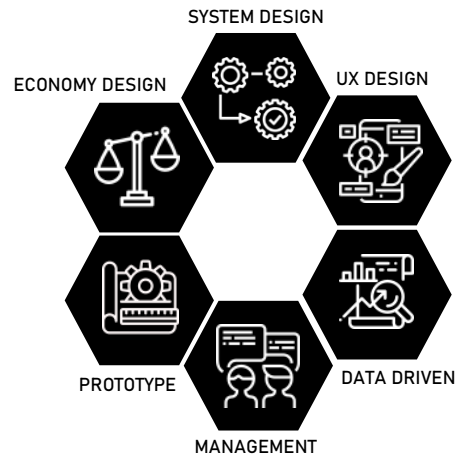
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🌐 anupyadav

### SPECIALITIES



### EDUCATION



VISVESVARAYA TECHNOLOGICAL UNIVERSITY

Bachelor of Technology, Information Science  
2006 - 2010



DUKE UNIVERSITY - Online Courses

Behavioral Economics &  
User Experience Design

Nearly 10 years in the Mobile games industry, I had the immense opportunity to express my creativity with fellow game developers. Currently, I reside and work in Berlin.

The latest game, "Trolls Pop" won the Best Casual Game in Pick up and Play Category Google Play 2020.

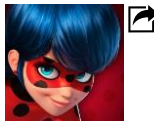
### EXPERIENCE

CRAZY LABS

*Present*

Lead Game Designer

Design team lead focusing on building the next Puzzle RPG in the Miraculous IP brand portfolio. Responsible for the overall vision, direction and execution of the game. Soon to be soft launched.



Miraculous Puzzle RPG

ELECTRONIC ARTS

*2015 - 2018*

Game Designer I

Initiated and enhanced studio projects by deeply understanding the project goal and establishing the game vision - Directed and performed all aspect of game design including documentation, prototyping, UI/UX and balance - Coordinated cross functionally with producers and product managers to address KPIs of live game



Bejeweled Blitz



Tetris Blitz

HUUUGE GAMES /  
TREASUREHUNT STUDIOS

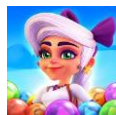
*2018 - 2021*

Senior Game Designer

Highly ambitious DreamWorks Trolls project in collaboration with Universal Studios Interactive. Lead Designer focusing on systems, economy & level design. The Best Casual Game 2020 - Pick up and Play Category.



DreamWorks  
Trolls Pop



Luna's Quest

UBISOFT

*2010 - 2014*

Junior Game & Economy Designer



Prince of Persia  
The Shadow & The Flames



Assassin's Creed  
Rearmed Multiplayer



Moto Heroz



Rabbids Big Bang



Prince of Persia  
Classic