

NISHANT MOHITE

SENIOR PRODUCT DESIGNER

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SKILLS

Designing

- Ideation
- User research
- Sketching
- Wireframing
- Prototyping
- UI Design
- Game Design

Tools

- Figma
- Adobe suite
- Unity
- Unreal Engine
- Principle

Others

- Illustration
- Storyboarding
- Narrative Design

EXPERIENCES

Senior Product Designer | Gameskraft

Bangalore, IN | May 2022 - Current

Expert in end-to-end UX, design systems, and data-driven design, with experience designing and optimizing user journeys including onboarding, payments, key features, and logout. Worked across diverse products such as games, websites, and internal tools. Delivered design revamps based on user research, driving 3X revenue growth. Built and maintained design systems, style guides, and brand-books to ensure consistent cross-team collaboration. Key projects include payments (adding/withdrawing money), KYC verification flows, rewards

Game Designer | Playshifu

Bangalore, IN | Sep 2021 - April 2022

Designed immersive AR gaming experiences for iOS & Android integrated with physical toys. Created game concepts, prototypes, and Game Design Documents (GDD), collaborating closely with engineering on Unity asset implementation and level design. Focused on delivering intuitive, playful, and skill-building experiences. Worked on multiple live projects and new game launches, driving engaging user experiences. Key projects include Detective Hoot, Very Varia Adventure, and Plugo Farm.

EDUCATION

BE in Electronics and Communication

Pune University
2012 Batch

Masters of Design

National Institute of Design, Ahmedabad (Bangalore Campus)
2019 Batch