

# STANLEY MALIACKAL

Portfolio Site

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## EXPERIENCE

### Lead Game Designer

Nextwave Multimedia / April 2023- Present

Working with R and D team to build new concepts and-or systems for new platforms (Apple Vision Pro, Consoles etc.), hardware, and middleware and tools to improve our current IP and new IPs. Mentoring and leading the design team along with delegation of tasks based on priorities, complexity, value, and ROI.

### Senior Game Developer & Game Designer

Nextwave Multimedia / October 2021 – April 2023

In charge of designing original IPs and game content for existing games and building live ops to re-engage gamers for our current games. Using analytics, gamer behaviour data, market trends, market research to identify areas in the platform that can be easily exploited to provide best opportunity for revenue with minimum financial and resource investment

### VR Developer

Freelance / July 2020 – October 2021

In charge of execution of modules or projects assigned by the Technical Lead to build simulations for industrial VR Training. To also make sure that build runs efficiently on Meta Quest.

### Game Designer & Product Manager

Nextwave Multimedia / October 2018 – July 2020

In charge of designing new modules and experiences for existing games. Management of resources to make sure that the game is launched on time with little to no issues during development. Providing and execution of marketing strategies for the studio's brand and IPs.

### Game Designer

Sparky Entertainment / October 2017 – September 2018

In charge of designing and building prototypes of new concepts and experiences for existing games and building original experiences for new IPs in either established genres or in new avenues. Management of resources to make sure that the game is launched on time with little to no issues during development.

### Senior Game Developer

Nextwave Multimedia / March 2011 – July 2017

In charge of developing games from its inception in the early prototype stage to the postproduction.

## EDUCATION

### Bachelor of Computer Science and Engineering

Sathyabama University / 2007-2011

## SKILLS

### Extensive Experience

- Concepting
- Gameplay Design
- Game Direction
- Live Ops Design
- Analytical Review & Resolutions
- Reverse Engineering
- Gameplay Programming
- Math based algorithms
- Problem Solving
- Reverse Engineering

### Technical Experience

- C#
- Unity
- Machinations
- Word, Excel, & LibreOffice
- Draw.io
- Evolus Pencil
- Adobe Photoshop
- Paint.NET
- Firebase & Looker Studio

### Other Skills

- Prioritization & Triaging
- Interpersonal skills
- Time management
- Team organization
- Communication
- Adaptability

## OVERVIEW

A highly observant designer who love to play video games and understand what works and don't work in a game. Programming skillset heavily influences design budget, in game "feel", working with new and existing IP, rapid prototyping, leading brainstorms, design documentation, and delivering high quality detail.

## GAMES



### World Cricket Championship 3

[Android](#) [iOS](#)

Co-Designer



### Ludo Cricket Clash

[Android](#) [iOS](#)

Lead Game Designer



### World Cricket Championship 2

[Android](#) [iOS](#)

Game Designer and Gameplay Programmer



### WCC Rivals Cricket

[Android](#)

Game Designer and Gameplay Programmer



### WCC Lite

[Android](#)

Game Designer and Tech Architect



### Bat Attack Cricket

Unpublished (Gameplay Video: [YouTube](#) )

Game Designer and Gameplay Programmer

## VR EXPERIENCE



### TVS Racing Aces 2.0

Client Service (Video: [YouTube](#) )

VR Designer and Gameplay Programmer



### SBM Offshore

Client Service (Video: [YouTube](#) )

VR Experience Programmer