ABHISHEK TIWARI



GAME PRODUCER

WORK EXPERIENCE

Game Producer (Hitwicket)

- Setting up the production, Development and other verticals Pipeline
- Increase D0, D3 retention by 7%
- · Hire right set of people in team to work efficiently.

Game Producer (Kwalee Games)

- Worked on Fitness Club, Rocket Sky, Build Your Vehicle, Tow N Go, Sharpshooter Blitz, Baseball Fury and many other Prototype Games
- Led 2 games to reach 5M and 10M+ downloads by adding depth in meta and increasing LTV by 70 and 30 cents. Games are Rocket Sky and Build Your Vehicle
- Released two prototype games i.e Tow N Go & SSB having 5M+ Downloads and Lifetime Profit in five figure Dollars.

Associate Game Producer (Yoozoo Games)

• Handling Production side of Ludo All star, Four Word and other aames.

· Increased Retention Percentage of D3 by 9 Percent in Ludo All Star by adding leaderboard and tournament features.

Game Producer (Junglee Games)

•Worked on 2 freemium/premium titles for Global/Indian market, i.e, Carrom Stars, Kanchey Time, Carrom Club Produced and go to market strategy, launch and live ops for all new social/RMG games products.

• Roadmap Panning, Scrums, Retrospectives, Stakeholder Meetings

QA-II (Electronic Arts Games)

- Worked in multiple projects (Plants vs Zombies 3, Plants vs Zombies 2, Bejeweled Blitz, Simcity Build, Art ideation in Apex Legends) with PM's, Artists. Given Feedbacks on certain features.
- Worked with devs to understand requirements on different releases. Accountable for feature release, testing live ops games.

QA Engineer (i-Link infosoft Pvt. Ltd)

• Joined as Junior QA Engineer and was responsible for quality delivery of products of health and gaming with fine level of manual and automation testing on different projects.



WHAT'S UP? GET TO **KNOW ME A LITTLE MORE!**

Seasoned Video Game Professional with an obsession towards UX and engagement. Believe in constant evaluation of game quality; Bettering player experience and smart monetization. Experience in working with internal art resources, player experience evaluation and F2P market.

WHAT I LOVE TO DO?







INTERACTION WITH TEAM

DESIGN & ILLUSTRATE

PITCHING

CREATIVE

IDEAS

LOOK FOR INSPIRATION



KEEP

EVERYONE

MOTIVATED



PLAYING WITH BANDMATES





