

Daravath Saathvik

Interaction Designer | Game Designer

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SUMMARY

Interaction and game designer focused on free-to-play games, currently studying for an M.Des in Digital Game Design at NID. I take ideas from a design document to a playable Unity prototype and improve them through playtesting. Since August 2024 I have also worked part-time and remotely at MaxLink in design and performance marketing, managing nearly ₹1 crore in Meta and Google ad spend at 5× ROAS, which taught me how a product reaches its audience.

SKILLS

Design: Game Design, Free-to-Play (F2P) Design, Interaction Design, UI/UX Design, Level Design, Board Game Design, Prototyping, Playtesting, Interactive Storytelling

Engines and code: Unity, C#, Unreal Engine 5, Python, p5.js

Art, 3D and video: 3D Environment Design, Game Art, Autodesk Maya, ZBrush, Adobe Substance 3D Painter, Rigging, Aseprite, Adobe Photoshop, Adobe Illustrator, Graphic Design, Adobe Premiere Pro, Adobe After Effects, Video Editing

Marketing: Performance Marketing, Google Ads, Meta Ads, Creative Testing, Audience Targeting, Landing Pages, E-commerce Websites

EXPERIENCE

Digital Marketing Specialist (part-time, remote), MaxLink Group of Companies, Pune, India

Dec 2024 – Present

- Managed nearly ₹1 crore of Meta Ads and Google Ads spend at a 5× return on ad spend (ROAS), by testing audiences, ad creatives and budgets.
- Designed and managed the CapShap and Hudhawk online stores, built the landing pages the ads sent people to, and improved the shopping flow so more visitors bought.
- CapShap Paid Ads (Dec 2024 – Dec 2025):** about ₹4 lakh a month in ad spend at a 5.5× to 6× return.
- Hudhawk Paid Ads (Jan 2026 – Aug 2026):** ₹2.5 lakh a month in ad spend at a 3× to 3.5× return.

Junior Designer (part-time, remote), MaxLink Group of Companies, Pune, India Aug 2024 – Dec 2024

- Designed static and video ads for CapShap, Yosha and Hudhawk, keeping each brand's look consistent across campaigns.
- Made paid ads, social media posts and promotional graphics in Adobe Photoshop, Illustrator and Premiere Pro, adapted to each channel and audience.

PROJECTS

Last Call: Everything Is Temporary

daravath-saathvik.itch.io/last-call

A top-down sci-fi pixel action game about a cargo pilot who answers distress calls and loses everything he saves.

Tinku

daravath-saathvik.itch.io/tinku

Help a little robot find his way home across floating space ruins.

Arcane Grid Clash

daravath-saathvik.itch.io/arcane-grid-clash

A two-player grid game that feels like a physical board game: outplay your opponent with Warrior, Wizard, Dragon and Goblin cards.

More: Trolley Turbo, Neon Rekha, Chhupa Rustam, Rocket Mouse, NID Connect and 3 3D pieces, at daravath-saathvik.pages.dev/work.html

EDUCATION

Master of Design (M.Des), Digital Game Design, National Institute of Design (NID)

2025 – Present

Bachelor of Arts (BA Hons), Game and Interactive Media Design, Jawaharlal Nehru Architecture and Fine Arts University (JNAFAU)

Sep 2021 – Jun 2025