

Goutham Krishna S , Game Designer
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LINKS

[Portfolio](#)

PROFILE

"Passionate Unity game designer with a flair for creating engaging, immersive gameplay experiences. Skilled in game mechanics design, level creation, and scripting, with a strong focus on optimizing performance and delivering visually appealing, interactive worlds."

EMPLOYMENT HISTORY

June 2024 - Present

Marketing Executive, Neuronet edu solutions
Palloor

- Helped in marketing of Abacus and Tuitions
- Worked as a Teacher in Mathematics, Physics and Biology for 5th to 8th Classes (CBSE and Kerala Syllabus).
- Attended Doubt Clearance sessions of Mathematics, Physics, Chemistry, Biology etc for 5th to 12th Classes (CBSE and Kerala Syllabus).

EDUCATION

2021 - 2024

BCA - Govt. College Thalassery
Chokli
Kannur University

2019 - 2021

Plus Two - GHSS Chorode
Kurikkilad

SKILLS

Unity	Git	Communication
C#	Bootstrap	Collaboration
Game Design	Python	Adaptive Capacity
HTML	Canva	
CSS		

PROJECTS

EMBER

- A 2D game for android which has a panda as the main character and he is a detective. Each level is a new case and each level is rewarded with a cutscene of the crime.

Chase The Box

- 2D game for android of a box chased by other boxes. The aim is to stay away from the enemy boxes as long as possible.

LANGUAGES

Malayalam	Tamil
English	Hindi