

Goutham Krishna S

Game Designer

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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."

WORK EXPERIENCE

Marketing Executive

Neuronet edu solutions

June 2024 to Present

- Helped in marketing abacus and tuitions.
- Handled Mathematics and Physics classes for students from 5th to 8th grade (Both CBSE and Kerala State Board).
- Handled Doubt clearance classes for students upto 11th grade (Both CBSE and Kerala State Board).

EDUCATIONAL BACKGROUND

Govt. College Thalassery, Chokli Kannur University

Bachelor of Computer Application
20201 - 2024

Govt. Higher Secondary School chorode Kurikkilad

Plus two
2019 - 2021

SKILLS

- Unity
- C#
- Game Designing
- C
- C++
- HTML
- CSS
- Basic Python
- Bootstrap
- Canva

SOFT SKILLS

- Communication
- Adaptive Capacity
- Collaboration

PROJECTS

ChaseTheBox

ChaseTheBox is a 2D Hyper Casual game for android which has a box as the main player and is chased by other boxes.

EMBER

Ember is a 2D casual game for android which has a detective panda as the main character. Each level is a new case and the player should solve it through solving mathematical problems and puzzles. The player is rewarded with a cutscene of the crime for winning each level.

LANGUAGES

- Malayalam
- English
- Hindi
- Tamil