GOUTHAM KRISHNA S

Game Developer

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Portfolio

PROFILE

Dynamic and passionate game developer with hands-on experience at Banzan Studios, where I successfully created a 2D platformer demo. Proficient in Unity and C#, I excel in effective teamwork and communication, driving innovative game design solutions. Eager to leverage my skills in a collaborative environment to create engaging gaming experiences.

SKILLS

Game Development	Flexibility in Adaptation	Video Editing
Game Design	Communication	Photography
Physics Simulation	Version Control	Videography
Debugging	Effective Teamwork	

TOOLS

Unity	Blender	JavaScript
Unreal Engine	Davinci Resolve	Python
C#	HTML	Bootstrap
Git	CSS	Canva

PROFESSIONAL EXPERIENCE

Intern Game Developer, Banzan Studios, Kochi, Kerala, February 2025 – Present

Developed a 3D platformer demo project, showcasing proficiency in game mechanics, physics, and level design.

Developed a 2D shooter / Platformer.

Worked with sprites, animations, and UI elements to create an engaging player experience

EDUCATION

Bachelor of Computer Application, Kannur University, Sep 2021 – May 2024

Higher Secondary Education, Govt. Higher Secondary School, Chorode, Jun 2019 – May 2021

TECHNICAL EVENTS

Global Game Jam (GGJ) 2025, Kochi, Kerala, Jan 2025

Participated in the 48-hour game development challenge held at Kerala Startup Mission (KSUM), Kochi. Collaborated as part of a three-member team, leading the design and implementation of core game mechanics and development.

PROJECTS

DodgeBall

A 2D Android game made during the selection process of the internship to Banzan Studios. The player controls a ball by moving fingers on the screen to dodge enemy balls attacking from random directions and collect collectibles.

HappyPop

A 3D game originally made for Android devices and converted to Windows. Created during Global Game Jam 2025 (team of 3). The player runs to pop bubbles flying out of a bathtub while avoiding obstacles like steps and head bumpers

Chase The Box 3D

The 3D version of "Chase The Box 2D" with immersive and darker 3D visuals, using the same core mechanics.

Chase The Box

A 2D Android game where a box is chased by enemy boxes. The goal is to avoid them as long as possible.

EMBER

A 2D Android game featuring a panda detective. Each level introduces a new case, rewarded with cutscenes of the crime

LANGUAGES

English	Hindi
Malayalam	Tamil

REFERENCES

Dr. Daphna Chacko, HOD, PG Dept. of Computer Science, Kodiyeri Balakrishnan Memorial Govt. College Thalassery

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