

# GOUTHAM KRISHNA S

## Game Developer

+91 8086327609 | [gouthamkrishna1206@gmail.com](mailto:gouthamkrishna1206@gmail.com) | [linkedin.com/in/goutham-krishna-308096293/](https://www.linkedin.com/in/goutham-krishna-308096293/) | Kozhikode, Kerala

[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 – May 2025

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

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### 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

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### Boy

Boy is a 3D third person game for Windows where a bald headed boy is the player and the aim is to take a diamond from a place surrounded by cubed patrolling enemies.

#### Mechanisms :

1. Player can walk, run, and jump.
2. if the patrolling enemy sees the player, It will turn red and run towards the player. Player have to stay still in order to distract the enemy.

### 2D Shooter

2D Shooter is a 2D game for Android, Where the main character is a cube with a gun. Cubese with different sizes attack the player and the player should kill the enemies in order to stay alive.

#### Mechanisms :

1. 3 types of enemies and each takes a different number of bullets to die (1 to 3).
2. Each type of enemy takes a different amount of life from the player.
3. Collectables - Heart (To increase health), Blue fire (For a quick energy blast attack).

### 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

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English	Hindi
Malayalam	Tamil

## REFERENCES

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

<https://www.linkedin.com/in/daphna-chacko-91360618/66>

**Vishnu Hidesh**, Cybersecurity Researcher, Offenso Hackers Academy, Kochi

<https://www.linkedin.com/in/vishnu-hidesh-906033239/>