

# JANESHWARAN R

GAME DESIGNER / NARRATIVE DESIGNER

## ABOUT ME

Creative and imaginative student with a passion for transforming fantasy ideas into reality through modeling, scriptwriting, and design. Skilled at developing visually compelling concepts while continuously expanding technical expertise. Known for a calm and thoughtful approach that fosters smooth collaboration with teammates. Eager to learn, adapt, and contribute fresh, innovative ideas to every project while refining skills to bring creative visions to life.

## EDUCATION

### M.Sc. Game Technology

ICAT College of Design & Media  
(2024 – Present)

### Bachelor of Computer Science

St. Joseph College of Arts and Science  
(2020 – 2024)

## SKILLS

3D Modeling (Blender)	<div><div></div></div>
Creativity	<div><div></div></div>
Scriptwriting	<div><div></div></div>
Storytelling	<div><div></div></div>
Programming	<div><div></div></div>
Narrative Writing	<div><div></div></div>
Level Design	<div><div></div></div>

## LANGUAGE

- English
- Tamil



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## CORE SKILLS

### Narrative Design

- Story structure & pacing
- Character arcs & dialogue
- Branching narratives

### 3D Modeling

- Integrating 3D assets into game engines
- Basic texturing and material setup.

### Tools & Technology

- Unity (2D / basic 3D).
- Godot (basic).
- C# (basics).
- Blender.
- Twine Script Engine.

## PROJECTS

### Hardcore Platformer 2D Pixel Game | GODOT

- Designed and developed a challenging 2D platformer inspired by classic Mario mechanics, focusing on responsive controls, progressive level difficulty, and balanced player engagement.

### Rocket Thruster Landing Game | Unity

- Created a physics-based rocket landing game centered on thrust control, precision mechanics, and increasing difficulty to enhance player learning and satisfaction.

### Story-Driven Game Prototype | Twine

- Designed a narrative-focused prototype featuring branching player choices, dialogue writing, and emotionally paced storytelling implemented using Unity and C#.

### Narrative-Driven 2D Platformer (Horse Protagonist) | Unity

- Developed a narrative-focused 2D platformer with a horse character and NPC interactions to support environmental storytelling and gameplay flow.

### Bully Game / Prototype Game (Breakdown)

- Bully is a game where I play as a student navigating school life, completing missions, dealing with bullies, exploring the campus, and having fun, while our prototype tested the core mechanics, basic interactions, challenges, and mini-missions in a simplified environment to see what works before making the full game.