

JANESHWARAN RAMESH

GAME DESIGNER / NARRATIVE DESIGNER

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Portfolio : <https://janeshobito.github.io/>

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ABOUT ME

I am a passionate Game Designer and Gameplay Developer as a Fresher with a strong foundation in interactive systems, narrative design, and 3D asset creation. My focus lies in building immersive gameplay experiences that combine technical precision with emotional storytelling. With hands on experience in Unity, Godot, C#, and Blender, I design and develop gameplay mechanics, prototype systems, and optimized 3D assets suitable for real time environments. I transform creative ideas into structured, playable systems while maintaining strong design logic and player engagement. I continuously improve my cross platform development skills, gameplay programming knowledge, and 3D modeling workflows to preparing for professional studio level production environments.

EDUCATION

2021 - 2024

S.T.JOSEPH'S COLLEGE OF ARTS & SCIENCE | BACHELOR OF COMPUTER SCIENCE

Focused on programming fundamentals and game development basics.

Final project : Hardcore 2D platformer game, learning core gameplay systems and mechanics.

2024 - Present

ICAT COLLEGE OF DESIGN & MEDIA | MASTER OF GAME TECHNOLOGY

CGPA: 75% | Specialized in Creative Game Development & Developed my first FPS shooter as final semester project, showcased at a grand EA Mall event.

CORE SKILLS

- 3D Modeling (Blender)
- Scriptwriting
- Storytelling
- Strong Communication
- Unity (2D & Basic 3D Development)
- Programming (Basics)
- Narrative Design
- Branching Dialogue Systems
- Level Design
- Difficulty Progression
- C# (Basics)
- Team Collaboration
- World Building
- Story structure & pacing
- Character arcs & dialogue

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TECHNICAL PROFICIENCY

- Unity Engine (2D systems, basic 3D integration)
- Godot Engine
- C# Programming
- Blender (Basic Modeling & Asset Integration)
- Twine Script Engine
- Basic Game AI Logic & Player Systems
- Cross-platform development learning

PROJECT EXPERIENCE

Hardcore 2D Pixel Platformer | Godot

- Designed responsive controls, enemy systems, and progressive difficulty levels focused on balanced player engagement.

Rocket Thruster Landing Game | Unity

- Built a physics-based landing system with thrust mechanics, fuel management, and fail-state logic.

Story-Driven Prototype | Twine + Unity

- Created branching narratives with multiple endings, character arcs, and emotional pacing.

Narrative 2D Platformer (Horse Protagonist) | Unity

- Implemented NPC interaction systems and environmental storytelling techniques.

Bully Game Prototype

- Designed mission systems, mini-games, exploration mechanics, and early gameplay loop validation.

LANGUAGES

- English – Professional Proficiency
- Tamil – Native

CAREER OBJECTIVE

To secure a position as a Game Designer or Narrative Designer where I can contribute to innovative gameplay systems, immersive storytelling, and optimized 3D asset pipelines. My long term goal is to become a cross platform game developer capable of delivering high quality, studio level interactive experiences.