



# Gurankas Singh

## Technical Game Designer

Implied status for PGWP

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Vancouver, Canada

Analytical minded designer with a passion to create systems and solve problems, work collaboratively across multiple disciplines and wear multiple hats to support the team and the project.

## SKILLS

### GAME DESIGN

Prototyping  
Systems Design  
Quest Design  
Documentation

### SOFTWARES

Unreal Engine ★★★★★  
Unity ★★★★★  
Git ★★★★★  
Perforce: ★★★★★  
Maya ★★★★★

### LANGUAGES

English - Fluent  
Punjabi - Native  
Hindi - Fluent

### AWARDS

Best In Community Award -  
Centre of Entertainment Arts  
Jan 2022

Employee of the Month -  
App Mechanic - Oct 2018  
and April 2019

Convener, Indian Society for  
Technical Education (ISTE) -  
Jan 2018 - Apr 2018

### HOBBIES

Calligraphy, casual cycling  
and baking

## PROJECTS

### Reapers INC.

- Unreal Engine

documentation here

Sandbox-style third-person adventure game. As a **technical designer** and the sole **programmer** on the team, some of the things that I did in **15 weeks** from **pre-production to delivery** are:

- Configurable **Character NPCs** (Roaming, Patrolling, Stationary) and **Souls** (Platforming, Fleeing, Gliding and Stationary archetypes) using behaviour trees as per request from the Design team.
- **Outlining the silhouettes** of all interactables in the world with a dedicated trace channel
- **Player verbs** (Movement, Teleport, Gliding, Interact)
- Constantly contributed and **iterated** on the **game and UI design** based on testing and feedback
- **UI and HUD functionality implementation** including runtime generated objectives
- Miscellaneous things like solving **lighting issues**, **helping out teammates** with their tasks, helping out with **documentation** and **task tracking** and stand-ups

### Bone'o'ween

- Unreal Engine

A metroidvania style third-person platformer. The project lasted **4 weeks** and involved **8 people**. As the **designer and programmer** on the team, I was responsible for:

- **Player state changes** ie. from skull to half skeleton to a full skeleton
- **Saving the progress** of the player at crucial junctions on the critical path
- **Gameplay ingredients**: collectables like lollipops, pumpkins but also rhythmic platforms, sinking platforms and transformational pad to allow for state changes for the player.
- Contributed towards **design direction**, **documentation** upkeep and **task tracking**
- **AI ghosts** with configurable pathing for patrolling between points

## EXPERIENCE

### App Mechanic, Mohali, India — Unreal Developer

(Aug 2018 - Nov 2019)

Worked on multiple small **prototypes** on a milestone delivery basis to achieve goals set by clients

- Prototype to test multitasking capabilities (spatial, analytical and memory) of participants
- **Runtime generated environment** (with control using seeds) to train drone to avoid static and dynamic obstacles in its flight path; was **configurable** using a JSON file

### Under The GUI, Vancouver — Instructor

(Nov 2020 - Current)

Teaching kids how to make games using Python on Pixelpad.io and **Unity** respectively.

## EDUCATION

### ADVANCED GAME DESIGN - Diploma

(Jan 2020 - Dec 2021)

Langara Centre for Entertainment Arts, Vancouver, Canada

### COMPUTER SCIENCE ENGINEERING - Bachelors

(Aug 2014 - Jun 2018)

Guru Nanak Dev Engineering College, Ludhiana, India