Gurankas Singh
Game Designer

Work Permit till 2025 | 📞 +1 604 725 2539 | gurankas.com | ✉ gurankas@gmail.com | 📍 Vancouver, Canada

Analytically minded designer with a passion to create mechanics and systems, solve problems, work collaboratively across multiple disciplines and wear multiple hats to create deep yet engaging experiences.

SKILLS

GAME DESIGN

NPCs and AI
Prototyping
Systems Design
Gameplay Mechanics
Documentation
Game Loops

SOFTWARES

Unreal Engine ★★★★★
Unity/C# ★★★☆☆
Git ★★★☆☆
Perforce: ★★★★☆
Maya ★★☆☆☆

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

LANGUAGES

English - Fluent
Punjabi - Native
Hindi - Fluent

PROJECTS

Reapers INC.   - Unreal Engine   documentation here
Sandbox-style third-person adventure game. As a **designer** and the sole **programmer** on the team, some of the things that I did in **15 weeks** from **pre-production to release** 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)
- Consistently contributed and **iterated** on the **concept, design and mechanics**
- **UI and HUD functionality implementation** including runtime generated objectives
- Miscellaneous things like solving **lighting issues,, post-processing**, **helping out teammates** with their tasks, **documentation, 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:
- **AI ghosts** with configurable pathing for patrolling between points
- **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**

EXPERIENCE

Centre for Entertainment Arts — Teaching Assistant   *(Mar 2022 - Current)*
Hosting and supervising labs, reiterating the concepts taught in class with additional supplementary tasks to reinforce learning, assisting students individually and in groups, recordkeeping for attendance and grades and marking assignments

Under The GUI, Vancouver — Instructor   *(Nov 2020 - Current)*
Teaching kids how to make games using Python on Pixelpad.io and **Unity** respectively.

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
- Random (using seeds) **runtime generated environment** to train drone to avoid static and dynamic obstacles in its flight path; was **configurable** using a JSON file made in **C++**

EDUCATION

ADVANCED GAME DESIGN - Diploma   *(Jan 2020 - Dec 2021)*
Langara Centre for Entertainment Arts, Vancouver, Canada

COMPUTER SCIENCE ENGINEERING - Bachelors
Guru Nanak Dev Engineering College, Ludhiana, India   *(Aug 2014 - Jun 2018)*