PIYUSH GAUR

GAME DESIGNER

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PROFILE

Hi, I'm a passionate game designer specializing in Unity and gameplay systems. Skilled in crafting engaging mechanics and balancing for PC and mobile. Focused on player experience, storytelling, and innovative game design.

SKILLS

Game Design	C++	Unity C# Programming
Level Design	C#	Prototyping
Communication Skills	Java	

PROJECTS

Square   **Game Programmer, Game Designer.**

Square is a minimalist puzzle game where players guide a square to the goal, stepping on each tile only once before it disappears. Every move matters, requiring careful planning to avoid dead ends. Simple yet strategic, it's perfect for fans of logical puzzles and spatial reasoning.

Skyward Dash   **Game Designer, Game Programmer, Level Designer.**

So you think you're smart? This puzzle game will prove you wrong. Push, step, and bend reality—just don't expect logic to save you.

Fear In The Mind   **Game Designer, Level Design, Game Designer.**

"Fear In The Mind" is my first ever 3D psychological horror game. The game aims to evoke a sense of fear and confinement, immersing the player in a claustrophobic environment.

EDUCATION

B.sc (Hons.) in Computer science and Game Development   **2022 - 2026**
Backstage Pass Institute of Gaming and Technology

Bachelor of Design in Process Engineering   **2019 - 2021**
Sri Chaitanya

SOFTWARE/TOOLS

Unity	Figma
Jira	Canva
PhotoShop	Github