

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 Developer, 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.

Bricker

Game Developer, Level Design, Game Designer.

Bricker is a quirky action game set in a cube world full of oddball creatures. You sneak around collecting gold and avoiding enemies until you flip the magic switch and enter King Mode. It's funny, and delightfully chaotic a short.

2 Steps Ahead?

Game Developer, Level Design, Game Designer.

2STEPS AHEAD is a minimalist puzzle game about thinking before you move and creating your own path. Made for BYOG 2025 under the theme RE: (Think, Mix, Make), it challenges you to plan, mix, and make two special blocks to form the exit—always staying two steps ahead.

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