Ravi Gyani

Munich, DE

Games | LinkedIn | rgyani@yahoo.com | (+49) 151.202.87955

Quick Summary

- 20+ years in software engineering, specializing in **Cloud Computing**, **Serverless solutions** and Big Data.
- **In-Transition** from cloud to games for greater creative control and direct impact.
- Reputed as a **Problem Solver**, bringing out-of-box approaches to system design
- Advocate for validating ideas via **proof-of-concepts** (POCs).
- Firm believer that knowledge shared is knowledge squared.
- Founded KNOCKS Solutions (2006- 2009) developing third party .NET Winforms Components Suite, like Outlook style Calendar, Visual Studio like Docking Extender, Office style Ribbon Control, Winamp like Skin-extender and various meters and gauges UI components

Technologies

- **Game Engines**: Godot 4.x (3D & 2D), Unity (light), Custom tool building
- **Programming**: GDScript, C#, Python, TypeScript
- **Game Design**: Level design, Puzzle mechanics, Traversal systems, AI behaviors
- **Tools**: Git, Blender (basic), GodotSteam, Localization workflows

Lessons & Philosophy

- **Rapid Prototyping:** Validate fun early. Most mechanics break without hands-on testing.
- **Solo Dev Efficiency:** Scope small, iterate fast, polish what matters.
- **Community Building:** Kickstarter taught me that dev is not just code—it's storytelling.
- **Tech + Design Synergy:** My cloud background lets me architect robust systems even in games.

Passion Projects & Experiments

- Procedural terrain for survival environments
- Morph targets for player emotional states (e.g. scream effects)
- Lockpicking mini-games inspired by *Uncharted*
- AI-generated NPC faces and backstory design tied to environment

Game Development Experience

Wild Horizon: Edge of Survival (Solo Developer)
PC (Steam) – Demo Released | Godot 4.3 | 2024–Present

- Single-player survival game with advanced traversal (wall runs, rope swings, edge clings).
- Designed dynamic stamina-based mechanics that impact traversal realism.
- Developed puzzle-based progression involving interactable suitcases and environmental storytelling.
- Built detailed 3D environments (cliffs, caves, snowy mountains) using modular workflows.
- Tried Engaging community via Kickstarter; explored unique reward tiers (in-game suitcases, cliffside NPCs).
- **Learnings**: Importance of demo traction before crowdfunding. Enhanced ability to scope & prioritize.

Everybody Falls (Solo Developer)
Multiplayer Obstacle Course Game | PC | In Development (2025)

- Inspired by *Wipeout* / *Takeshi's Castle*, players traverse chaotic physical challenges.
- Designed and implemented 17+ unique obstacles using Godot's physics and animation systems:
- Rotating dials, swinging pendulums, push-able boxes, edge clings, wall hugs, and more.
- Created dynamic AI players simulating human behavior through courses.
- Built indoor environments (pools, gyms) with fall consequences (mud trudging, ice slipping).
- **Learnings**: Emergent fun thrives in physics-based chaos. Prototyping player experience is key.

Cricket Legends (Developer & Designer)
PC | Mobile | Released on Steam, App Store & Google Play | 2024

- Cricket game with intuitive user-controlled batting and AI-controlled bowling.
- Developed user-controlled bowling and experimented with AI batting logic.
- Built multiple game modes and difficulty levels; optimized for mobile performance.
- **Learnings**: Lightweight mechanics + snappy feedback = success.

Toonie Tennis (Solo Dev)
PC | Mobile | Released on Steam, App Store & Google Play | 2024

- Fast-paced arcade-style tennis with exaggerated animations and sound effects.
- Implemented scoring, character motion, and localization prep (German, Russian).
- Used Godot + VB-Cable for custom audio integration.
- **Learnings**: Juiciness matters. Learned sound design integration, localization structure