# Ravi Gyani Munich, DE

[Games](https://rgyani.com/) [LinkedIn](https://www.linkedin.com/in/rgyani/) | [rgyani@yahoo.com](mailto: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