Gautam Krishna

+91-7994922256 | gautam.q8@gmail.com | LinkedIn/gautamkrishna | Portfolio

Summary

Senior Game Designer with 8+ years of hands-on experience delivering high-impact projects across VR, mobile, and PC platforms. Shipped India's first VR roller coaster at Wonderla and a fully interactive VR cricket game with hardware integration. Successfully led cross-functional teams to launch 10+ titles, including EdTech games for Disney IP, a 3D AAC app for accessibility, and a GTA-style VR racer. Proven track record of managing production pipelines end-to-end, balancing creativity, timelines, and stakeholder alignment to deliver immersive, user-focused experiences.

Key Skills

Game Design: Level Design | Feature Design | Accessibility tools | Game Design Documentation | Technical Design Document
Production & Management: Agile/Scrum | Sprint & Milestone Planning | Feature Roadmapping | Game Production Pipelines | LiveOps | Stakeholder & Vendor Coordination | KPI & Retention Analysis
Design & Systems: Creative Direction | Game Design Documentation (GDD, EDD) | Narrative Integration | In-Game Economy Balancing | IAP Monetisation | Prototyping & Iterative Design | Community Feedback Integration
Technical & Tools: Unity3D | Unreal Engine 5 | GameMaker | Sandbox | JIRA | Confluence | Notion | Git | Figma | FL Studio
Art & Visuals: Technical Art Coordination | VFX Integration | Photoshop | Illustrator | Substance Painter | Maya | ZBrush | 3ds Max
Scripting & Other Skills: C# (Intermediate) | Blueprints (Intermediate) | C++ (Basic) | HTML/CSS | Premiere Pro | Agile PM | WordPress | Canva
Platforms: Cross-Platform Development: VR, Mobile, PC, Console

Relevant Work Experience

Senior Game Designer - Project Lead   May 2024 - present
TILTEDU, Trivandrum

- Developed multiple 4x4 puzzle-based dungeon maps in The Sandbox Engine, increasing player engagement through iterative testing and level progression tuning.
- Led the end-to-end level experience design of India's first VR coaster at Wonderla Kochi, completing the project 2 weeks ahead of schedule and reducing rework by 25% through rigorous prototyping and on-site testing.
- Created meticulous features that were frequently requested by players while maintaining the overall gameplay loop.
- Collaborated with hardware engineers and UX designers to refine haptic feedback and gameplay timing, resulting in a 20% improvement in user satisfaction based on post-launch surveys.

Associate Project Lead   Oct 2023 - May 2024
YGT Gaming, Bangalore

- Led a cross-functional team of 10+ across design, development, and QA to launch a VR slot-machine title, delivering the project within 12 weeks and achieving 95% QA pass rate on first submission.
- Managed sprint planning, task allocation, and JIRA workflows, reducing iteration cycles by 30% and keeping feature creep under control through consistent stakeholder alignment and scope reviews..

Game Designer - Game Producer   Oct 2022 - Oct 2023
TILTLABS, Trivandrum

- Produced a 3D AAC (Assistive and Augmentative Communication) app for differently-abled users, improving accessibility and daily interaction for over 500 beta testers across clinics and special education institutions.
- Directed a GTA - style VR racing experience with fully customizable vehicles and urban tracks, boosting user retention by 40% during internal playtests through refined pacing and replay incentives.
- Managed the complete game production cycle for an interactive installation at a Saudi tech festival, delivering on a 6-week timeline while coordinating remote teams across 3 time zones.

Game Designer   Aug 2020 - Oct 2022
BYJU'S, Bangalore

- Designed 50+ interactive EdTech mini-games based on Disney IPs like Frozen and The Lion King, engaging over 200,000 learners aged 5–12 and contributing to a 25% increase in app session time.
- Developed comprehensive design documentation, user flows, and lore strategies to ensure seamless integration of narrative with gameplay, improving team handoff efficiency and reducing revision cycles by 40%.
- Created onboarding modules and remote training content during COVID-19, supporting over 30 new design and QA hires in a fully distributed work environment.
- Pitched and prototyped an interactive storytelling tool for early learners, enabling drag-and-drop story creation and used in pilot testing across 50+ classrooms for literacy enrichment.

Game Designer Lecturer   Jun 2019 - May 2020

ISCA - JAIN University, Cochin

- Instructed undergraduate and postgraduate students in core game design principles, while mentoring a student-led team to develop a staff-themed arcade fighting game showcased at university events, boosting student participation by 60%.

Art Specialist - Internship   Jan 2019 - Jun 2019

Moonlit Sky Studio, Canada

- Supported 3D asset design for a medieval turn-based open-world game, collaborating with the narrative team to ensure thematic consistency and rich environmental storytelling, enhancing immersion across five playable regions.

Senior QA (LiveOps) - Clash of Clans   Jun 2016 - May 2017

Supercell, Bangalore

- Oversaw LiveOps testing and post-launch balancing for Clash of Clans feature updates, including the high-impact Bowler troop rollout, helping reduce player churn by 18% through targeted gameplay adjustments and A/B testing.

Education

Post Graduate in Game Design & Development   Dec 2017 - Dec 2018

Vancouver Film School, Canada

Bachelor of Arts in Game Design   Dec 2011 - Dec 2014

University of Wales

Diploma, 2D/3D Art & Animation   Dec 2010 - Dec 2011

Toonz Academy, India