Vikram Gonuguntla   Gameplay Designer

vgonugun@gmail.com | (978) 773-0329
linkedin.com/in/vikram-gonuguntla/ | vikramggames.com

EDUCATION

University of Southern California (USC Games)   **August 2022 – May 2026**
BFA in Game Development and Interactive Design

PROJECT EXPERIENCE

Steel Dominion   vikramggames.com/steel-dominion
Co-Creative Director, Technical Game Designer – 11 person team   **May 2024 – Present**
- **Combat Design**: Drove the player combat system from initial design to implementation and iteration (including combo mechanics with 4 player moves) using **Unreal Engine Blueprints and C++**, giving players motivation to engage in risk-reward gameplay; developed player objectives for each level to encourage various playstyles
- **Character Implementation**: Created and maintained state machine behavior, tuned animations and audio, and engineered 4 game feel features for the character, camera, and controls to enhance players' sense of timing
- **Effective Communication**: Facilitated effective communication across 4 departments and acted on playtest feedback by changing features to fit with core design pillars, **maintaining alignment on the creative vision**

Scarecrow   vikramggames.com/scarecrow
Technical Game Designer – 25+ person team   **May 2024 – Present**
- **Enemy Design**: Wrote structured design documentation, rapidly prototyped, and iterated on 7+ enemy behaviors (including 3 types of perception, a score-based pathfinding algorithm, responses to environmental stimuli, and retreating from danger) using **behavior trees** in Unity, developing the game's vision
- **Multidisciplinary Collaboration**: Incorporated ideas from team members and conducted research on relevant subject matter, working closely with engineering, art, and audio teams to ensure authenticity in gameplay; enforced consistent design practices to set and **maintain high-level standards** for collaboration

The Veiled Ones   vikramggames.com/veiled-ones
Game Designer – 50+ person team   **May 2023 – May 2024**
- **Enemy Design**: Spearheaded the design of 5+ enemy behaviors (including movement, 3 types of perception, and various responses to player evasion) and 3 enemy behavior trees; implemented and tuned animations, audio, and visual effects to polish and **direct design from concept to final product**
- **Game Balance**: Conceptualized, executed, and finalized scoring algorithms for enemy movement (including search and patrol patterns) to balance difficulty in all game sections, responding to feedback from playtesting
- **Team Collaboration**: Coordinated the development of AI testing tools, delegated AI tasks to other team members, and drafted feature documentation to simplify animation, audio, engineering, and design workflows
- **Product Release**: Launched the final game to Steam and **hit over 1K unique players under 2 weeks**

Tempo   vikramggames.com/tempo
Game Designer – 3 person team   **April 2023**
- **Combat Design**: Designed 6 attacks (3 aerial moves, 3 grounded moves) for the playable character and developed player dodging with i-frames, **improving the depth of combat strategy**
- **Character Implementation**: Engineered the movement system and refined movement mechanics based on playtesting results, resolving issues with player input responsiveness

SKILLS

Software: Unreal Engine, Unity, Perforce, Git, Autodesk Maya, Blender
Programming: Blueprints, Visual Scripting, C++, C#
Game Design: Combat Design, AI Design, Behavior Trees, Systems Design