

DEEPACHANDRAN

Game Designer

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EXECUTIVE SUMMARY

Passionate and creative Game Designer with hands-on experience in Unreal Engine and Unity, specializing in immersive level design, engaging combat systems, and narrative driven gameplay. Successfully completed multiple solo projects, including RPG-style and 3D games, showcasing strong design principles, player-centric thinking, and end-to-end development skills. Adept at building environments, designing characters and enemies, concept development, and crafting compelling gameplay experiences. Collaborative team player highly motivated to contribute fresh ideas and grow within a professional game studio as an entry-level designer.

SKILL

Game Engines: Unreal Engine 5, Unity

Design Skills: Level Design, Gameplay Design, Combat Design, Mechanics Design, Environment Design, Narrative Design, Game Balancing, Prototyping, Playtesting, Iteration

Technical Skills: Blueprints, C++, C#, Scripting, UI/UX Basics

Tools: Unreal Editor, Unity Editor

Documentation: GDD, Level Blockouts, Flowcharts, Design Documentation

PROJECTS

RPG Adventure (Solo Project) – Unreal Engine 5

- Designed and built open-world environments featuring exploration and combat systems.
- Created enemies, character abilities, interactions, and combat mechanics using Blueprints.
- Developed level layouts, environment storytelling, lighting, and atmosphere.
- Implemented gameplay features, UI elements, and player progression.
- Conducted playtesting and iterative improvements based on feedback.

Snowfall Valley (Level Design Demo) – Unreal Engine 5

- Created a level focused on mood, atmosphere, lighting, and environmental storytelling.
- Designed exploration flow, player pathing, and interactive spaces.
- Used blockouts and layout planning to create visually cohesive environments.
- Polished visual elements to match a narrative-driven experience.

Rocket Boost (Solo Project) – Unity 6

- Developed a 3D Rocket Boost game in Unity with physics-based thrust and rotation controls.
- Designed challenging levels with obstacles, landing pads, and smooth progression.
- Implemented core systems like collision, level transitions, particles, and audio using C#.
- Completed as a solo project, showcasing strong gameplay design and problem-solving skills.

CERTIFICATION

- Unreal Engine 5 C++: The Ultimate Game Developer Course.
Instructor: Stephen Ulibarri
- Unity Engine 6 C#: 3D Game Development Course.
Instructor: Rick Davidson

EDUCATION

COMMERCE WITH COMPUTER APPLICATION

K.L.N Arts And Sciences College, Sivagangai, Tamilnadu.

2022-2025