SURYA NARENDRAN

GAME DESIGNER

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📍 Bangalore, India

RELEVANT SKILLS

Design

Gameplay Design

System Design

Level Design

Rapid Prototyping

Scripting and Tools

Unity

Gameplay Programming in C#

Editor Scripting

Project Management

Technical Writing

Iterative Project Planning

AWARDS

Next Generation Leader 2023
granted by the [IGDA Foundation](#)

People's Choice Winner of the BYOG
Jam at the India GDC Awards 2022

Student Game of the Year Nominee
at the India GDC Awards 2020

OTHER EXPERIENCE

Founder and Lead Organizer at the
India Indie Club

Project Management Professor at the
[Indie Game Academy](#)

Award-winning creative professional with 4 years of industry experience, specialising in iterative gameplay design and rapid prototyping.

PROFESSIONAL EXPERIENCE

Game Designer   Sep 2022 – Feb 2024
Gazehound Games, Delaware, USA (Remote)

- Design leader on a 6-member team, brought PC/Console title *Humbug Tales* from concept to publisher-facing demo ([Steam Page](#))
- Designed logistics, economy, and combat systems for 'ant colony sim' gameplay
- Created level maps traversable by AI agent swarms using Unity Terrain Tools, Probuilder, and Navmesh.
- Greatly reduced MVP development time by pitching and organizing a playtesting-first design strategy

Game Designer, Project Lead   Aug 2020 – May 2023
Roach Interactive, Hyderabad, India (Remote)

- Led a team of 6 to build PC title *Mayu* and deliver publisher-facing demos within deadlines and an indie budget ([Steam Page](#)).
- Designed innovative environmental puzzles based around animal tracking in the Himalayan forests
- Created Unity editor tooling for designers to visually script complex questlines, integrated with a branching dialogue system
- Wore many hats - wrote narrative, handled marketing and community management, and crafted pitches for major game publishers
- Trained and onboarded associate-level programmers and designers

Freelance Designer and Developer   Oct 2021 – Oct 2022

Completed 6 paid client projects, including the following:
- Built a TTRPG dice-roll manager app in Unity
- Designed a 3D procedural level generator in Unity using visual scripting for an unannounced Warframe-inspired roguelike
- Designed tile-based maps and level decor for indie survivor-like [Spellbook Demonslayers](#)

Game Designer, Indie Founder   Dec 2019 – Nov 2020
Running Nose Games, Bangalore, India

- Developed and released an award-nominated puzzle platformer for Android and iOS, as part of a two-person team
- Designed over 50 minimalist puzzle levels, and 3 unique player abilities
- Used player analytics to improve the difficulty curve post-launch
- Worked with a publisher to release content updates and design monetization systems