E-Mail
suryanaren@gmail.com

Website
games.suryanaren.com

SURYA NARENDRAN

GAME DESIGNER

PROFILE

Gameplay Designer and Unity Generalist with 4 years of experience working with indie studios across the world.

Adept at working in close-knit teams and collaborating across disciplines to bring out the best in any game project I take on.

SKILLS

Game Design
- Gameplay and Systems Design
- Level Design
- Rapid Prototyping

Supplementary
- Unity/C# and gameplay programming
- Project Planning and Scope Management
- Documentation and Technical Writing

Professional
- Experience in leading and working with teams in an iterative development process.
- Excellent written and verbal communication skills
- Strong sense of personal responsibility and a self-motivated problem-solver.

EDUCATION

Advanced Diploma in Game Development and Design from Backstage Pass Institute, Bangalore
2019 - 2020

OTHER INTERESTS

When I'm not working, I love to play roguelikes and board games, write music, cook, and spend time in the wilderness.

EXPERIENCE

Gazehound Games| System and Level Designer
2022-Present

*Working on upcoming Steam release **Humbug Tales**, an innovative adventure game that celebrates the vibrant world of invertebrate life.*

- Leading design decisions and designing game mechanics and systems
- Level design for the game's 3D miniature wetland world
- Maintaining design and technical documentation
- Designing UI/UX, controls, and game economy.

Steam Page Link

Roach Interactive | Lead Designer and Developer
2020-2023

*Worked on upcoming Steam release **Mayu: Last of the Yaksha**, an Indian mythology-inspired pixel-art adventure.*

- Led a production team of 6 and handled project scope and quality decisions.
- Established core gameplay systems and designed the world.
- Programmed the majority of game systems.
- Created pitch material for publishers and handled community management and marketing.
- Wrote narrative and dialogue.

Steam Page Link

Freelance Game Designer and Developer
2022-2023

Paid work for clients, both individuals and indie studios.

- Completed 6 design and development projects, ranging from TTRPG dice-management programs to procedural 3D level generators

Home Screen Home | Designer and Developer
2021

*An educational game for web/PC, made as part of a team of 4. Developed in partnership with the **Goethe-Institut Delhi, German Games Culture Foundation, and Games Bavaria.***

- Designed gameplay systems, levels, and narrative.
- Incorporated educational content relating to Digital Literacy, for use in teaching the subject in a school setting.
- Worked on programming gameplay systems and UI

Game Link - Web

Conform | Designer and Developer
2020

*A puzzle-platformer for Android and iOS, made as part of a team of 2. **Nominee for the India GDC Student Game of the Year.***

- Designed concept, puzzle mechanics, levels, player progression, and UI.
- Programmed gameplay and wrote design tools in the Unity Editor
- Worked with our publisher to design and implement an ad revenue system

Game Link - Android / iOS