

ASWIN RAM K S

Game Designer | Level Designer

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PROFESSIONAL SUMMARY

Creative Game Designer & Level Designer with a strong background in Artificial Intelligence & Machine Learning. Experienced in building core gameplay mechanics, level layouts, and interactive environmental systems across survival, horror, and puzzle genres. Combines traditional game design principles with AI-assisted gameplay programming (C#, C++, Python) to rapidly prototype, iterate, and ship complete, polished player experiences.

SKILLS

Game Development: Gameplay Programming, Game Mechanics, Player Systems, Inventory Systems, Crafting Systems, UI/HUD, Game State Management

Game Design: Level Design, World Building, Gameplay Systems Design, Player Experience, Environmental Storytelling

Programming & Tools: C#, C++, JavaScript, HTML5 | Unity 6, Unreal Engine 5, Three.js | Git, GitHub, Visual Studio / VS Code

Soft Skills: Problem Solving, Creative Thinking, Team Collaboration, Communication, Rapid Prototyping & Iteration

GAME DEVELOPMENT PROJECTS

LOOM | Unity, C#, WebGL | PSX-Style Survival Horror — itch.io, Game Jam

Live Demo: mono-forge.itch.io/loom

- Developed and shipped LOOM, a PSX-style survival horror game where the player controls a tiny spider trapped inside a human house.
- Designed and implemented the core gameplay loop: build 4 webs before the timer runs out while avoiding an enemy spider.
- Implemented third-person spider movement, wall/ceiling climbing, jumping, web-building interaction, and progress tracking.
- Developed enemy AI featuring patrol, player chase, web detection, and web destruction behaviors.
- Created the tutorial system, gameplay UI, menus, controls, audio, and interaction prompts.
- Built and published the game as a WebGL playable build on itch.io.

The Fifth | Unity 6, C# | First-Person Psychological Horror — Solo Dev

Play / Case Study: aswinram.vercel.app/projects/the-fifth

- Solo-developed a first-person psychological horror investigation game in Unity 6, casting the player as a police investigator uncovering the disappearance of four children and a missing reporter.
- Programmed NavMesh-based killer AI with patrol, detection, chase, and attack states driven by synchronized animation transitions.
- Built an evidence-collection and case-file system, letting players log clues and progress through environmental discovery instead of on-screen hand-holding.
- Directed PS1/PS2-inspired horror atmosphere, including custom lighting/post-processing, sound design, and Tamil voice acting with English subtitles.

Stone & Sky | JavaScript, Three.js, WebGL | Voxel Survival / Building / Exploration

- Engineered a voxel/block-based world system supporting real-time block breaking, placement, and terrain modification.
- Built player movement, interaction, and survival mechanics, including resource gathering and a dedicated tools system.
- Developed a 2x2 crafting system integrated with an inventory, hotbar, and HUD to streamline item management and player feedback.
- Implemented a task-tracking system, in-game controls / How-To-Play UI, and persistent world save functionality to support extended play sessions.

EDUCATION

NPR College of Engineering & Technology, Natham — 2024 – 2028

B.E. Computer Science Engineering — Artificial Intelligence & Machine Learning (Academic Specialization)

ACHIEVEMENTS & ACTIVITIES

- Collaborated in a team-based software development environment at the Smart India Hackathon, contributing to idea generation and technical implementation.
- Participated in the "One Month One Game" game jam on itch.io (September), building and shipping a complete game within the one-month jam window.

AREAS OF INTEREST

Game Design & Level Design | Gameplay Programming & Systems Design | Unity & Unreal Engine Development | World Building & Environmental Storytelling