

# KARUNA KETAN

## Game Designer

📍 Tamil Nadu, India | 📞 +91 7764870529 | ✉ gamesbykarunaket@gmail.com

in linkedin.com/in/karunaket 🌐 karuna-ketan.itch.io

## PORTFOLIO

[karunaket.github.io/karunaketan](https://karunaket.github.io/karunaketan) | [Link](#)

Click to view playable builds, GDDs, and documentation.

## PROFESSIONAL SUMMARY

Game Designer specializing in **Player Psychology**, **System Design** and **Level Design**, with a focus on crafting strong **gameplay loops** and **immersive player experiences**. Experienced in translating creative pillars into actionable **Game Design Documents (GDDs)** and validating mechanics through **iterative playtesting**. Proven ability to design spatial layouts and progression systems that drive player engagement.

## PROJECTS

### Eclipse of Fear (Survival Horror)

Game Designer & Developer | [Link](#)

Jul 2025 – Aug 2025

- Designed the diegetic **"Lives as Papers"** health system, replacing standard UI with physical in-game objects to reinforce narrative tension.
- Designed a dynamic pacing director that scales enemy wave intensity based on player progression, ensuring distinct emotional peaks.
- Established a **"Visual Language"** using lighting cues and environmental geometry to guide player navigation without non-diegetic markers.
- Outcome:** Validated core mechanics via a polished vertical slice, achieving positive immersion ratings from 15+ playtesters.

### Shattered Charms: Through The Veil (Action RPG)

Game Designer & Developer | [Link](#)

Sep 2025 – Nov 2025

- Designed a **"Charm Fusion"** progression system that replaces passive skill trees, forcing players to discover ability combinations through experimentation.
- Modeled a **3-tier resource economy** using Excel to enforce level exploration, ensuring players engage with side content before accessing the final boss.
- Structured a Hub-and-Spoke world layout to control pacing using a **Safety** → **Tension** → **Relief** loop.
- Outcome:** Shipped a feature-complete prototype with fully documented combat logic and economy spread.

### Obstacle Assault (3D Platformer)

Game Designer & Developer | [Link](#)

Oct 2024 – Nov 2024

- Increased player retention by **iterating on checkpoint visibility** and tuning platform speeds based on playtest feedback regarding frustration.
- Implemented core movement mechanics using **C++**, tuning physics parameters to ensure precise control responsiveness on Android and Windows.
- Validated level flow and pacing via **Paper Prototyping** before engine implementation, ensuring a **"Struggle** → **Mastery"** difficulty curve.
- Designed **12+ platform variations** (e.g., Windmills, Floating Islands) to explicitly manipulate player psychology (Rhythm vs. Urgency).

### Project Singularity (Action-Adventure)

Game Designer | [Link](#)

Nov 2025 – Dec 2025

- Defined spatial metrics and verticality guidelines to support teleportation mechanics, creating multi-path combat encounters.
- Prioritized **"Game Feel"** over content expansion, iterating on camera shake, hit-stop, and VFX feedback loops.
- Outcome:** Delivered a scoped vertical slice focused purely on combat validation.

## EDUCATION

### B.E. Computer Science and Engineering

KPR Institute of Engineering & Technology 2022 – 2026

Tamil Nadu, India

## SKILLS

- System Design & Balancing
- Rapid Prototyping
- Economy Design
- Player Psychology
- Level Design (Blockouts)
- Mechanic Deconstruction
- Documentation (GDD, LDD)
- Combat Design & Game Feel

## SOFTWARE & TOOLS

### Engine

- Unreal Engine 5 (Blueprints), C++ (Beginner)
- Unity (Basics)

### Data & Balancing

- Microsoft Excel

### Production & Visual

- Git & Perforce (Version Control)
- Jira & Trello
- Miro, Notion, Figma

## EXPERIENCE

### FatCatPlay Game Studio

Contract Game Designer

Dec 2025 – Present

- Worked on **MegaDrift** (IGDC 2024 & 2025 showcase) and an unannounced co-op project.
- Designed **enemy archetypes** and **core gameplay loops**, aligning combat with narrative.
- Created documentation for **progression systems** and **combat onboarding**, ensuring scope alignment with production constraints.

### Game Development Club (College)

President

2024 – Present

- Grew community to **200+** members, mentoring teams to ship 5 Unreal Engine 5 prototypes.
- Directed flagship events, managing logistics for tournaments and showcases.
- Delivered **10+** workshops on Unreal Engine 5 and Level Design, guiding teams to 5 portfolio prototypes.
- Connected students with industry standards through expert sessions and Game Jams.

### Akiyam Solutions

Game Design Intern

Jan 2024 – Jul 2024

- Designed level blockouts, improving player navigation and tutorial flow.
- Reduced iteration loops by **20%** using **One-Page Feature Briefs** and **Flowcharts**, preventing design misinterpretations.