

GOUTHAM KRISHNA S

Unity Developer

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PROFILE

Dynamic **Game Developer** with over **2 years of hands-on experience using Unity**, including professional industry experience with **Banzan Studios** and **Technocil**. Experienced in developing **2D, 3D, and VR applications**, with practical implementation of **hand tracking technologies** for immersive experiences. Proficient in **C# programming, state machine architecture**, and key Unity systems such as **Unity Timeline** and other core engine tools. Passionate about building engaging gameplay systems and continuously expanding expertise in modern game development technologies.

SKILLS

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|------------------|--------------------|------------|
| Game Development | Version Control | Adaptation |
| Debugging | Effective Teamwork | |
| State Machine | Communication | |

TOOLS

| | | |
|-------|--------------------|-----------|
| Unity | Hand Tracking (VR) | Python |
| C# | Git | Bootstrap |
| VR | HTML | |

PROFESSIONAL EXPERIENCE

Junior Unity Developer - Trainee, Technocil Pvt. Ltd. , Trivandrum, Kerala, Dec 2025 – Present

- Developed 2D, 3D (Windows/WebGL), and VR applications in Unity, including implementing hand-tracking systems for immersive interaction.

Intern Game Developer, Banzan Studios, Kochi, Kerala, Feb 2025 – May 2025

- Developed a 3D platformer demo project, showcasing proficiency in game mechanics, physics, and level design.
- Developed a 2D shooter / Platformer.
- Worked with sprites, animations, and UI elements to create an engaging player experience

EDUCATION

Bachelor of Computer Application, Kannur University, Sep 2021 – May 2024

Higher Secondary Education, Govt. Higher Secondary School, Chorode, Jun 2019 – May 2021

TECHNICAL EVENTS

Global Game Jam (GGJ) 2025, Kochi, Kerala, Jan 2025

Participated in the 48-hour game development challenge held at Kerala Startup Mission (KSUM), Kochi. Collaborated as part of a three-member team, leading the design and implementation of core game mechanics and development.

PROJECTS

Boy

Boy is a 3D third person game for Windows where a bald headed boy is the player and the aim is to take a diamond from a place surrounded by cubed patrolling enemies.

Mechanisms :

1. The Player can walk, run, and jump.
2. if the patrolling enemy sees the player, It will turn red and run towards the player. The Player has to stay still in order to distract the enemy.

2D Shooter

2D Shooter is a 2D game for Android, Where the main character is a cube with a gun. Cubese with different sizes attack the player and the player should kill the enemies in order to stay alive.

Mechanisms :

1. 3 types of enemies and each takes a different number of bullets to die (1 to 3).
2. Each type of enemy takes a different amount of life from the player.
3. Collectables - Heart (To increase health), Blue fire (For a quick energy blast attack).

DodgeBall

A 2D Android game made during the selection process of the internship to Banzan Studios. The player controls a ball by moving fingers on the screen to dodge enemy balls attacking from random directions and collect collectibles.

HappyPop

A 3D game originally made for Android devices and converted to Windows. Created during Global Game Jam 2025 (team of 3). The player runs to pop bubbles flying out of a bathtub while avoiding obstacles like steps and head bumpers

Chase The Box 3D

The 3D version of "Chase The Box 2D" with immersive and darker 3D visuals, using the same core mechanics.

Chase The Box

A 2D Android game where a box is chased by enemy boxes. The goal is to avoid them as long as possible.

EMBER

A 2D Android game featuring a panda detective. Each level introduces a new case, rewarded with cutscenes of the crime

LANGUAGES

English

Hindi

Malayalam

Tamil

REFERENCES

Sunil .A.P, Chief Technology Officer, Technocil Pvt. Ltd.

<https://www.linkedin.com/in/sunil-a-p>

Dr. Daphna Chacko, HOD, PG Dept. of Computer Science, Kodyeri Balakrishnan Memorial Govt. College Thalassery

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Vishnu Hidesh, Cybersecurity Researcher, Offenso Hackers Academy, Kochi

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