

Vikram Gonuguntla

Game Designer

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EDUCATION

University of Southern California

August 2022 – May 2026

BFA in Game Development and Interactive Design

Minor in Technical Game Art

PROJECT EXPERIENCE

Bloodshot Arena

January 2024 – Present

Technical Game Designer

- Developing an **animation-based combat system** for a fast-paced Unreal Engine action game
- Implemented melee attack combos and a ranged combat option to **accommodate different player types**
- Creating a **frame data system** using custom Anim Notify States, allowing every combat animation to have flexible startup, active, and recovery frames, including modifiable behaviors for each combat state

The Veiled Ones

May 2023 – Present

Game Designer

- Building 3 enemy **AI behavior trees** for a first-person, stealth-horror Unity game in a **60 member team**
- Iterated on player stealth mechanics, redesigned enemy strategies for finding the player, and overhauled the core mechanic's interaction with enemies to **balance the game's difficulty**
- Implemented audio events and prototyped visual effects to make enemy behaviors clearer to players
- Led the development of **AI testing tools**, delegated AI tasks to other team members, and wrote design documentation to speed up engineering and level design workflows

Steel Dominion

May 2023 – Present

Co-Creative Director, Technical Game Designer

- **Recruited and onboarded team members** with another director for a 3D bullet hell Unity game
- Developed a comprehensive event system to trigger sets of ordered actions based on in-game events
- Providing **direction for audio assets**, overseeing Wwise integration, and adding audio event triggers
- Managing the project's version control, migrating the Git repository from GitHub to Azure DevOps

The Mechanic Ritual

April 2023 – May 2023

Game Designer

- Designed an **interactive isometric player camera** and a dialogue system for a narrative Unity game
- Edited ambient sound clips, controlled their attributes in engine, and customized camera and lighting setups in Unity's high-definition render pipeline to **increase player immersion**
- Designed the level with custom assets to **lead players to the objective** while allowing for exploration

Tempo

March 2023 – April 2023

Technical Game Designer

- Engineered and iterated on the **character movement system** and designed the attack structure for the playable character in a platform fighting game made in Unity with 2 other developers
- Designed and programmed **player dodging**, improving the depth of combat strategy

SKILLS

Game Development: Unreal Engine, Unity, C#, C++, Perforce, Git, Azure DevOps

3D Modeling/Animation: Blender, Autodesk Maya