Vikram Gonuguntla   Gameplay Designer

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EDUCATION

University of Southern California (USC Games)   **August 2022 – May 2026**
BFA in Game Development and Interactive Design

WORK EXPERIENCE

Full Circle Studio – *skate*.   vikramggames.com/skate
Game Design Intern   **May 2025 – August 2025**
- **Content Design**: Built, iterated, and shipped 10 Challenges for *skate.* Season 1, strengthened gameplay identity and variety by incorporating playtest feedback using **Frostbite**, and implemented VFX and UI strings for polish
- **Technical Design**: Designed, scripted, and maintained a new time-based Challenge criteria with **Visual Scripting**, collaborating with technical designers, software engineers, and UX designers to complete all elements of the feature, including integrating scripts into the existing codebase and writing UI strings

PROJECT EXPERIENCE

Sisyphus's Worst Day (again)   vikramggames.com/sisyphus
Lead Game Designer – 35+ person team   **August 2025 – Present**
- **Gameplay Design**: Designing and iterating on **5+ elements of the 3 Cs** (camera, character, and controls), including AI behaviors, level editor and camera controls, object interaction buttons, and camera movement; iterating on feedback systems for winning and losing, and polishing 2 tutorial levels in Unity
- **Cross-Team Communication**: Writing and diagramming **3+ feature specs** to explain design functionality and implementation details to narrative, art, and engineering teams; leading a team of 2 other designers, giving actionable feedback and establishing best practices for design workflows to maintain the game's vision

Scare Crow   vikramggames.com/scarecrow
Game Designer – 35+ person team   **May 2024 – May 2025**
- **Enemy Design**: Wrote structured design documentation, rapidly prototyped, and iterated on 7+ enemy behaviors (including 2 types of perception, predetermined pathfinding, responses to environmental stimuli and player actions, and retreating from danger) using **behavior trees** in Unity, developing the game's vision
- **Content Design**: Implemented and balanced 10+ enemy waves between 2 levels (including placing enemy paths, creating path intersections, and determining enemy distribution); polished gameplay based on internal feedback
- **Multidisciplinary Collaboration**: Incorporated ideas from team members and conducted research on relevant subject matter, working closely with engineering, art, and audio teams to **ensure authenticity in gameplay**

The Veiled Ones   vikramggames.com/veiled-ones
Game Designer – 50+ person team   **May 2023 – May 2024**
- **Enemy Design**: Spearheaded the design of 5+ enemy behaviors (including movement, 3 types of perception, and various responses to player evasion) and 3 enemy behavior trees; implemented and tuned animations, audio, and visual effects to polish and **direct design from concept to final product** in Unity
- **Game Balance**: Conceptualized, executed, and finalized scoring algorithms for enemy movement (including search and patrol patterns) to balance difficulty in all game sections, responding to feedback from playtesting
- **Team Collaboration**: Coordinated the development of AI testing tools, delegated AI tasks to other team members, and drafted feature documentation to **simplify cross-discipline workflows**

SKILLS

Game Design: Technical Design, Content Design, AI Design, Behavior Trees
Software: Unreal Engine, Unity, Frostbite, Perforce, Git, Maya, Blender, Blueprints, Visual Scripting, C++, C#