

# DHANUSH KRISHNA

## GAME DESIGNER

### SOLO GAMES

#### LFG

#### DYING LIGHT 2 - STAY HUMAN (MOD)

GAME / MISSION / LEVEL DESIGNER / DIRECTOR

2024

- Designed an open-world map with an engaging single-player, PvE story mission with epic cinematic flair
- Directed emotionally engaging cutscenes for a fun and memorable three act story that propels player actions
- Designed missions for sandbox gameplay empowering player agency for emergent gameplay & fun replay value
- Focused on reuse of layouts by utilizing different systems and tech as a proof of concept for cost-efficient production

#### RUN BOY RUN

#### DYING LIGHT (MOD)

GAME / MISSION / LEVEL DESIGNER

2018

- Designed an open-world, mission aimed at elevating parkour gameplay using a proprietary AAA game engine
- Created engaging in-game cinematics and cutscenes using custom movie tools
- Has a Five-star gamer rating on steam workshop with over 15,000 downloads and over 630 positive votes
- Acclaimed as "Mod of the Week" on all official Dying Light social media pages in February 2019

#### CHAIN REACTION

#### 2D GAME

TECHNICAL DESIGNER

2018

- Analyzed and reverse-engineered the core mechanics of the famous android game "Chain Reaction."
- Designed and scripted modular systems critical for the gameplay
- Designed intuitive user interface for the overall user experience and ease of use of the app
- Created a gamified tutorial to quickly teach the rules of the game to players

### PROFESSIONAL EXPERIENCE

#### RIPPLE EFFECT STUDIOS (Los Angeles, CA)

#### BATTLEFIELD

LEVEL DESIGNER

APRIL 2024 - PRESENT

#### RESPAWN ENTERTAINMENT

#### STAR WARS FPS (CANCELLED)

GAME / MISSION / LEVEL DESIGNER (Vancouver, BC - 3 years)

2019 - 2024

- I was a part of this single-player, narrative driven, AAA first-person shooter game since incubation
- Pitched, prototyped, iterated, and explored several fun player mechanics and levels we call "Action Blocks"
- Pitched and built missions, levels, scripted mechanic-driven gameplay and action set pieces with epic cinematic flair
- Constantly collaborated with artists, engineers, writers to align with my vision of the gameplay experience
- Experiences were praised by both the development team and LucasFilm Ltd.

MISSION DESIGNER (Los Angeles, CA - 1 year)

#### MEDAL OF HONOR ABOVE & BEYOND

- Scripted, maintained, and iterated on the gameplay experience of multiple main story missions
- Iterated on combat pacing, encounters, and multiple action set pieces using different tools in the Unreal engine
- Collaborated with different disciplines to integrate, iterate, and maintain story critical cutscenes
- Pitched, scripted, and iterated an interactive "VR Comfort settings" tutorial for a smooth onboarding experience

#### SURVIOS (Los Angeles, CA)

#### THE WALKING DEAD ONSLAUGHT

ASSOCIATE TECHNICAL DESIGNER

2019

- Collaborated, scripted, and iterated on the entire campaign
- Scripted, maintained, and iterated the final mission from scratch to polish through interdisciplinary collaboration
- Created various modular, game-wide systems using Unreal Blueprints supporting single-player and co-op game modes
- Iterated on combat pacing, encounters, and created action set pieces scripted via proprietary quest tools
- Iterated on all aspects of the player experience including- conveyance, voice-over, animations, and VFX integration

#### GROOVE JONES (Dallas, TX)

#### QB CHALLENGE '19 & VR TRAINING SIM

TECHNICAL DESIGNER

2018

- Collaborated with a multidisciplinary team to create multiple interactive experiences in Virtual Reality for clients
- Shipped two gamified VR projects/experiences showcased at high profile events (CES '19 & Superbowl '19)
- Scripted interactive elements and systems for the projects built using Unity and Unreal
- Gamified the experiences with fun interactive elements, challenges and engagement
- Structured progression and flow throughout the experiences for a balanced sense of challenge and accomplishment

### PORTFOLIO

[www.dhanushkrishna.com](http://www.dhanushkrishna.com)

### CONTACT

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### ENGINES / EDITORS

Unreal Engine

Unity

C - Engine (Dying Light 1 & 2)

Frostbite (EA)

Corona SDK

Creation Kit (Bethesda)

Hammer (Half-Life 2)

### SCRIPTING

C#

Unreal Blueprints

Lua

Basic C++

C - Engine scripting (Dying Light)

Papyrus (Skyrim)

Other Proprietary scripting tools

### SKILLS

Gameplay Scripting

Rapid Prototyping

Cinematic action set pieces

VR Content Creation

Level Design

Mission Design

Open World Design

### TOOLS

Perforce

Movavi

JIRA

Canva

Office Suite

Photoshop

### EDUCATION

#### Guildhall at SMU

Professional Certification

Level Design (May 2018)

#### VTU

Bachelor of Engineering in Information

Technology (May 2016)