

THAMAN CARIAPPA KP

Game Designer

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Profile

Versatile **Game Designer** with **6+ years of experience** managing diverse projects, including hypercasual, casual games, as well as large-scale titles. Proven record in steering projects from pre-production to launch, collaborating with different departments to meet stringent deadlines under imposing constraints. Passionate about gameplay design, with an emphasis on 3Cs, combat mechanics, feature design & development. **Looking for new opportunities in the gaming industry** to apply my robust design, development, and leadership skills to contribute meaningfully ensuring both innovation and success.

Professional Experience

Current Role – **GamesKraft Technologies Pvt Ltd.**

Senior Game Designer : April 2024 – Present

- Worked on **Project Veer**, an unannounced **third-person co-op shooter**, shaping the game's concept, scope, and long-term vision while evaluating feasibility and risks.
- Created clear **gameplay design docs** covering core systems, 3C Design, pacing, and player experience, balancing creative ideas with production limits and constraints.
- Worked with **Unreal Engine** to **tune and balance gameplay systems** and adjust UI elements, applying final polish to enhance player experience.
- **Worked with animation and audio teams** to set requirements and integrate assets, keeping systems consistent across disciplines while also ensuring quality is maintained.
- Set up and maintained issue/bug logs to track quality, giving developers and leadership clear visibility into project status.
- Planned and contributed to managing production by setting priorities, refining features, assigning deliverables, and keeping teams aligned with milestones.

Previous Roles – **Hypernova Interactive**

Senior Game Designer : September 2022 – April 2024

- Worked on '**Mayanagari**', an Open-World action game set in India, inspired by the GTA series.
- Part of the team right from Pre-Production, setting standards and acting as a key stakeholder for 3C design, Combat, Enemies, Vehicles and other Gameplay Elements.
- Authored multiple **gameplay specifications/documents** and led review meetings to ensure design consistency and quality.
- Acquired knowledge working with Animation and Motion Capture team, serving as the **POC for the Animation team** to optimize and execute the pipeline from motion capture to engine integration.
- **Collaborated closely with producers** to refine design processes, set sprint goals, and determine timelines, aligning with project scope.
- **Worked closely with developers** to build design tools, establish feature goals and facilitate strategic planning and communication within the design team.

Previous Roles – **Hypernova Interactive**

Junior Game Designer & Game Designer : October 2019 – August 2022

- Contributed to over a dozen **hyper-casual and casual games**, overseeing their development from prototype to release.
- **Collaborated with prominent clients** like Paytm and CRED, guiding games from initial ideation through to final delivery.
- Demonstrated a strong commitment to meeting stringent deadlines, delivering high-quality games within short timeframes.
- Navigated client requirements and constraints, crafting comprehensive design documents and meticulously planning development stages.

I Education

- 2016–2019 **Bachelors in Video Game Design**
Supinfogame Rubika, DSK International Campus – Pune, Maharashtra
Completed Bachelors Degree in 3 years completing with 180 ECTS Credits
- 2016 **12th Grade (Karnataka State Board)**
Mahesh PU College – Mangalore, Karnataka
Higher Secondary Education with Math and Computers as core subjects.
- 2014 **10th Grade (ICSE Board)**
Karaumbiah's Academy for Learning and Sports – Coorg, Karnataka
Completed 10 years of school education

I Technical Skills

Unity
Unreal Engine
Figma
Google/Microsoft Suite
JIRA
PlasticSCM, GitHub
Adobe Creative Suite

I Domain Skills

Gameplay and Feature Design
3C and Combat Design
Project Management
Project Documentation
Prototyping
System Design
Game UI/UX Flows

I Achievements

- **Sports Club Head at DSK International Campus.** Organized and led all sporting events on campus including budgets, yearly planning and entertainment.
- **Awarded for academic excellence** in Year 1 and 2 at DSK. (Topped class at the end of year)
- **Part of NGO(**Foundation for Ecology and Education Development, Bangalore) working for Elephant welfare and volunteered at various different sites over the years.