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EDUCATION

2022 - 2026

INDIAN INSTITUTE OF
INFORMATION
TECHNOLOGY, SRICITY

- BTech, Computer Science

2025 - 2026

GAMER2MAKER

- Design Diploma

HARD SKILLS

- Unity 3D (Intermediate)
- Google Docs
- Canva
- Notion
- Figma
- Unreal(Basics)

SOFT SKILLS

- Communication and Presentation
- Leadership
- Time Management

SRINATH KRISHNAKUMAR

GAMEPLAY DESIGNER

PROFILE

I'm Srinath Krishnakumar, and I specialise in gameplay and technical design. I'm inclined to create unique yet familiar experiences. I demonstrate a high level of adaptability to project requirements, have a keen ability to grasp new concepts and understand the production pipeline deeply.

WORK EXPERIENCE

Starpunk Studios

Technical/Level Designer (Part-Time) JULY 2025 - PRESENT

- Provided **critical feedback** on the tutorial prototype and a clear list of mechanics to be polished.
- Helped in **balancing** Turret and Dino stats.
- Collaborated with the Design team and **documented** a new concept for the tutorial, along with a **mockup**.

IOTA (Projects Club)

Game Development Domain Lead MAY 2024 - PRESENT

- Led, mentored, and **coached** a team of three in technical and planning aspects, fostering a collaborative and **results-driven** work environment.
- Collaborated with the club leads and professors to bring game events like **Utkrishta**, and **GGJ 25** to life.
- Conducted an **interactive** BootCamp, teaching the basics of Unity 3D to Materials, animation, and importing a 3D character controller.
- Mentored core members and students in **technical** and **planning** aspects of game development and organizing events.

Game Development Core Member Aug 2023 - May 2024

- Facilitated an **interactive** session where I designed a platformer in **Unity** and, asked students to create and fix the missing parts of the game along with me.
- Provided mentorship, **technical support** and **resources** to all club students.
- Provided technical support and resources participants in GGJ24.

CERTIFICATIONS

Unity Creative Core
(June 2023)

Completed a learning pathway focusing on the **creative domains** from **Unity Learn**.

Narrative Design Master Class:
Write stories for Video Games
(Aug 2023)

Completed a course on **narrative design** in **Udemy**.

PROJECTS

Project - Ghostrunner - Unity 3D Game Design and Programmer

AUG 2024 - PRESENT

- Created
 - a **custom 3rd-person character controller** that can run faster, **dodge**, **shield**, and **shock** enemies by collecting energy orbs.
 - enemy AIs that chase based on player proximity using **NavMeshAgents**.
 - a **dodge mechanic** granting **iFrames** from jump attacks.
 - enemies that nerf movement speed and disable abilities of the player in proximity that can be countered by using a force field that depletes with usage.
 - boost points increase speed by passing through, and are unlocked by collecting energy orbs.
- Designed **two game levels** and adjusted stats with a playtesting team.
- Optimized game levels using **occlusion culling** and destroying gameobjects and rebaked NavMesh area once used.

Bubble Brawl - Unity 3D Game Design and Programmer

24 JAN - 26 JAN 2025

- Created
 - **Two-player couch co-op** with ducks.
 - a **spawn area** for **random spawn location** bubbles within a **random time range**.
 - the ability to collect bubbles to **shoot** at each other and **shield** themselves from incoming bubble shots.
 - a **health system** consisting of depleting lives with occasional health bubbles that heal.
- Made in **two days** along with other jammers during **GGJ 25**, where I contributed to the **design** and **programming** the duck mechanics.

Labrinth Lunacy - Unity 3D Game Design and Programmer

NOV 2025 - DEC 2025

- Used a pre-built maze mesh, added crystals as keys and doors to unlock, and placed them strategically to form a **three-section design** in the maze.
- Implemented **first-person controller** with camera shake while moving and running and footstep sounds.
- Created
 - a NavMeshAgent with states like idle, chase, and attack.
 - a **procedural animation** for the enemy head bone to track the player using **multi-aim constraint**.
 - captions for enemy dialogue.
 - game UI such as pause menu and settings (mouse sensitivity and volume).

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