

Krishna Teja Bharadwaj

Game Designer

M.Des Digital Game Design,
B.E Mechanical Engineering

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Games to me are a medium capable of eliciting a very strong emotions and create lasting memories with their audience. To create intricate, meaningful and memorable game systems is what drives me. I believe that any phenomenon can be deconstructed and studied as a set of systems interacting with each other within a certain context, even games!

Education

Masters in design - Digital Game Design - 2019-2021

National Institute of Design, Bengaluru

Bachelors in Engineering - Mechanical Engineering - 2014-2018

Matrusri Engineering College, Hyderabad

Work Experience

Terra

Sr. Game Designer - November 2024 - Present

Game Designer - March 2023 - November 2024

Involved in the design and development of Games across various genres for the Gen Alpha.

- Leading a Multidisciplinary Team in creating Games for the various MVP
- Writing Game Design Documents
- Game Feature and Mechanic Prototyping and Development
- Level Design and Implementation
- Ideation and Creation and Testing of various inhouse tools and Templates for Game Creation

Technical Game Designer - August 2022 - March 2022

Involved in the Development of various Platform-Level and Game-Level Features for the Terra

- Ideation, Design, Prototyping and Documentation
- Worked with the Development team in Implementation and Testing
- Technical Visual design - Shaders, VFX, SFX, Lighting and Postprocessing

Playshifu

Game Design and Devops intern - September 2021 - August 2022

Gameplay and Mini game Design for Orboot Earth mini game, Plugo Animals - 'Sunny Safari', and Tacto Doctor - 'Get well Sunnyville'

- Core game play and Mini game ideation
- Designing various levels and Mini games levels which present interesting ways of interaction with the physical kit.
- Creation and Implementation of Levels through JSONs on Unity.
- Level setup on Unity

Skills

Game Production

- Game Design
- Level Design
- Game Systems Design
- Prototyping
- Documentation
- Tool Creation
- Technical Art
- Set Dressing

Programming

- Visual Scripting
- Shader Graph
- C#

Game Engines

- Unreal engine 4 & 5
- Unity

Softwares

- Autodesk maya
- Adobe Photoshop
- Autodesk Mudbox
- Substance Painter
- WorldMaching
- Github Desktop