

# GURANKAS SINGH

## SUMMARY

Computer Science background with specialization in Game Design with 3 years of experience of teaching and development in Unreal and Unity. Led multiple projects as a **Technical Designer** with a diverse skilled team collaborating between the Art, Design, and the Programming departments to deliver on strict deadlines. Strong analytical skills, adaptive learner, and an **expert in Unreal Blueprints**.

## EXPERIENCE

### Lab Instructor

*Kwantlen Polytechnic University | Richmond, BC | March 2022 - Current*

- Delivered supplementary lessons and exercises to reiterate concepts taught by the instructor.
- Assisting students by leading them to the solution and alleviating roadblocks on assignments and projects

### Instructor

*Under The GUI Academy | Vancouver, BC | November 2020 - Current*

- Teaching kids programming concepts by making a game on PixelPad.io and Unity

### Unreal Developer

*App Mechanic | Mohali, Punjab, India | August 2018 - November 2019*

- Client requirement analysis, task estimation and project delivery from start to finish on a schedule.
- Prototyping, designing, and implementing player verbs, game mechanics and underlying systems collaboratively across various projects.

## PROJECTS

### [Reapers INC.](#) | Sandbox Third Person Adventure game | Unreal Engine | 15 Weeks | Team of 6

- Runtime variable configurable AI
- interactable object Highlight in game world
- Player Verbs
- Modular and configurable UI
- Design, conceptualization, [documentation](#), and project management

### [Bone'o'ween](#) | Metroidvania style Third-person Platformer | Unreal Engine | 4 Weeks | Team of 8

- NPCs through Behaviour trees
- Player verbs
- Save game states.
- Player state transformations
- Gameplay Ingredients and collectibles

## EDUCATION

### Advanced Diploma Game Design

*Langara College, Vancouver, BC  
December 2021*

### Bachelor of Technology Computer Science

*Guru Nanak Dev Engineering College, Ludhiana, Punjab, India  
June 2018*

## CONTACT

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## CURRENT STATUS

**Open Work Permit** - May 2025

## SKILLS

- Unreal Engine
- Blueprints
- Unity
- C#
- Version Control - git, Perforce
- Maya

## ACCOMPLISHMENTS

- **Best in Community Award** - Centre for Entertainment Arts - January 2022
- **Employee of the Month** - October 2018 and April 2019 - App Mechanic
- **Convener** - Indian Society for Technical Education (ISTE) - January 2018 to April 2018

## HOBBIES

- Calligraphy
- Baking
- Casual cycling

## LANGUAGES

English  
Punjabi  
Hindi