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

Technical Designer - Unreal Engine – Monster Simulator 3000
VR – Quest 3 | Vancouver, BC | May 2024 – November 2024
- Revamped and debugged existing design and systems with the team to resulting on a more compelling core loop
- Iterated on the AI spawner to be more performant and modular; also making it more cognizant about the player and its movements
- Built modular objective system from the ground up to set up customized objectives for each level
- Influencer Integration with the existing civilian spawn system

Unreal Developer - Unreal Engine
App Mechanic | Mohali, Punjab, India | August 2018 - November 2019
- Project Ownership from pre-production to delivery on a schedule leading to **80+%** client satisfaction.
- Prototyping, designing, and implementing player verbs, game mechanics and underlying systems collaboratively across various projects.

Instructor and Lab Instructor - Unreal Engine | Unity
Kwantlen Polytechnic University | Richmond, BC | March 2022 - Current
- Delivered the **Technical Design in Unreal Engine** course and supplemented other classes with exercises as TA to reiterate concepts taught by the instructor leading to a **4.5+ rating** among student surveys.
- Assisting and advised students in their game projects, assignments and personal projects

Instructor - Unity | Python
Under The GUI Academy | Vancouver, BC | November 2020 – October 2022
- Teaching kids programming concepts by making a game on PixelPad.io and Unity

PROJECTS

Reapers INC. | Sandbox Third Person Adventure game | Unreal Engine | 15 Weeks | Team of 6
- Interactable object Highlight in game world
- Runtime configurable AI
- Player Verbs
- Modular and configurable UI
- Design, conceptualization, documentation, and project management

EDUCATION

Advanced Diploma - Game Design
Langara College, Vancouver, BC

Bachelor of Technology - Computer Science
Guru Nanak Dev Engineering College, Ludhiana, India

CONTACT

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CURRENT STATUS
Permanent Resident

SKILLS
- Unreal Authorized Instructor
- **Unreal Engine**
- **UE C++**
- Blueprints
- Unity
- C#
- Version Control - git, Perforce, Plastic
- Maya
- FMOD

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

LANGUAGES
- English
- Punjabi
- Hindi