

# Goutham Manoj

Trivandrum, Kerala, 695001

<https://www.linkedin.com/in/goutham-manoj6002/> @gouthammanoj6002@gmail.com +91 9037364395

## Skills

---

**Softwares:** Unreal Engine, Unity, Maya, ZBrush, Substance Painter, Photoshop

**Domain Skills:** Unreal Blueprinting, C++ Scripting, 3D Modelling, 3D Texturing, Level Design, Narrative Design, Graphic Design

**Soft Skills** Collaboration, Adaptability, Problem Solving, Creativity, Observation Skills, Storytelling

## Projects

---

### Kaha Pe! | 48 Hour Game Jam

May 2026 - May 2026

Software Used: Unreal Engine

<https://crimsonne-studios.itch.io/kaha-pe>

Worked as an Unreal Engine Programmer in a Game Jam team to develop a split-screen co-op game within a limited development timeframe.

- Developed the core gameplay loop focused on locating a teammate in a crowded city environment and reaching the railway station before the timer expired.
- Implemented a custom Timer System to manage gameplay progression and win/loss conditions.
- Built a local split-screen player controller system using Unreal Engine Blueprints.
- Created an isometric character movement system for responsive player navigation.
- Designed and implemented dynamic in-game events that triggered during gameplay to increase challenge and player engagement.

### Nova Cor | Worldbuilding Project

Dec 2025 - Apr 2026

Softwares Used: World Anvil, Photoshop

<https://www.worldanvil.com/w/delta-epsilon-murdochgo>

- Created a sci-fi fantasy world with its factions, characters and locations.
- Developed interconnected lore, character backstories, and ideological conflicts to support long-term storytelling.
- Created detailed locations with environmental storytelling potential for games or tabletop campaigns.

Structured faction relationships and world politics to drive emergent narrative and player-driven conflict.

### Corpo-Rats | A Political Satire Board Game

October 2025 - November 2025

Software Used: Google Sheets, Google Docs

- Collaborated on developing a unique satirical gameplay loop based on real-world Capitalism.
- Developed a custom score-tracking system using Microsoft Excel to automate calculations and reduce manual errors.
- Designed multiple cards to be used during gameplay.
- Learnt fundamentals of Game Design and Balancing.
- Iterated on mechanics after listening to playtest feedback to improve pacing and player engagement.
- Created an exhaustive Design Document.

### TTRPG Campaign Design | Dungeons & Dragons

August 2025 - November 2025

Software used: Owlbear Rodeo, Photoshop

- Designed and managed a short-term tabletop RPG campaign including original factions, locations, and branching questlines.
- Created narrative arcs driven by player choice and emergent storytelling.
- Developed custom encounters and balanced combat scenarios for dynamic player experiences.

### Eldredth Trilogy | Video Game Trilogy

March 2023 - December 2023

Softwares Used: Unity, Visual Studio Code

<https://eterisk-studios.itch.io/>

Used Unity to develop 3 games of different genres

- Designed custom UI elements.
- Created unique levels for each game.
- Developed an overarching narrative connecting the 3 games.
- Learnt how to implement fundamentals of Unity UI, Unity Landscaping and Level Design.

## Co-Curricular Activities

---

Seminar on Photography by Sameer Ashraf & Sony

February 2026

Lovely Professional University, Phagwara

## Education

---

Lovely Professional University

Bachelor of Design - Gaming CGPA: 7.68

2024 - Present

Phagwara, Punjab