



Krishnan A/L Lakshmanan

All-Round Game Developer (Art/Design/Programming)

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Objective/Goals

Highly proficient Game Developer capable of successfully utilizing the latest technologies to create exciting games. Highly energetic professional with over 7 years of experience and a very strong attention to detail. Offering a wide understanding of gaming trends and expertise in various programming languages as well as creating game design documents and art assets.

Professional Shipped Titles

- **LET'S GOLD** [2020] (iOS/Android)
- **Trump: Smash The Big Boss** [2017] (iOS/Android)
- **Masquerade: The Baubles of Doom** [2016] (PC/Xbox One/Xbox 360/PS4/PS3)
- **Hitz Heroes: Alien Invasion** [2015] (iOS/Android)
- **Shinobi Inochi** [2013] (Web Browser – Facebook)
- **Need For Speed: Carbon** [2006] (PC/PS3/XBOX 360)
- **FIFA 07** [2006] (PC/PS3/XBOX 360)

Skill Highlights

Interpersonal Skills:

- Team Leadership Skills
- Creative Problem Solver
- Skill-Building
- Adaptable Worker
- Detailed & Goal-Oriented Worker
- Creative & Critical Thinker
- Collaborative Skills
- Presentation Skills
- Documentation Skills
- Customer Service & Care
- Social Marketeer

- Project Management (Production Pipeline, Monitoring, Agile Methodologies)
- Audio Production (Sound Design & Music Creation) & Voice-Acting
- Video Production (Video-Editing, Motion Graphics, Videography)
- Event Management

Technical skills:

- Programming Languages (C, C++, C#, Python, Lua, MaxScript, MelScript, .Net)
- Frontend Programming (HTML, CSS, Javascript)
- Backend Programming & Multiplayer Services (PHP, SQL, MongoDB, RESTful, Photon, Firebase)
- Game Design, Gamification & Narrative Writing
- 2D Art Sprite, Texturing & Animation
- 3D Modeling & Animation
- Motion Capture

Software Skills:

- Basic Office Tools (Microsoft Office, Google Drive, GitHub etc.)
- OS (Windows, UNIX, Linux)
- Software Development (Unity, Unreal, Visual Studio, Game Maker Studio, Android Studio, Cocos Creator)
- 3D Software (3ds Max, Maya, Blender, Zbrush, Mudbox)
- 2D Art (Photoshop, Illustrator, Animate, Inkscape, 2D ToolKit, NGUI)
- Video Software (Premiere Pro, Final Cut Pro, Nuke, PDPlayer, After Effects)
- Audio Software (FL Studio, Acid Pro, Audacity, Reaper, Fmod, Wwise)
- CAD Software (AutoCAD, Sketchup, Vray)

Accomplishments

Software Tutor

- Supported and trained two client companies/studios via technical support.
- Offered position as a lecturer at a university, declined due to giving priority to gaining more skills/knowledge.

Design Consultancy

- Assessed potential issues and recommended solutions that were within budget constraints.
- Successfully sold two pitched design ideas to two successful clients for their project needs.

Product Development

- Worked on scalability and optimization of production environment.
- Successfully shipped two shipped games titles.

Project Management

- Coordinated with third-party development team on engineering and professional service activities and tasks.
- Trained all 2D/3D artists, game designers, draughtsman and architects on industry best practices and procedures, ensuring that everyone was knowledgeable on key details regarding the projects.

Experiences/Employment History

Freelance Game Developer, 11/2019 – Present

- Provided game design/gamification solutions as well as created game design documents for clients.
- Provided scripting assistance to client's programming team.
- Provided rapid prototyping development for client's needs based on their design scope.

Senior Game Developer, 04/2019 – 10/2019

Limpopo Technology Sdn Bhd, Kuala Lumpur, Wilayah Persekutuan Kuala Lumpur, Malaysia

- Provided game design solutions as well as created game design documents for in-house development uses.
- Managed and monitored project milestone throughout game production progression of the whole team.
- Created game prototypes and simulations for game mechanics and also for pitching new ideas to the whole team.
- Developed mobile and AR-related games or apps or mixture of both for advertising clients.
- Worked closely with the producer to monitor the development progression of and the whole team.

Unity Developer, 12/2017 – 02/2019

Interrobang Sdn Bhd, Petaling Jaya, Selangor, Malaysia

- Developed mobile and AR-related games or apps or mixture of both for advertising clients.
- Worked closely with the producer to monitor the development progression of and the whole team.

Intern Game Designer, 03/2017 – 05/2017

AppAsia Talents Sdn Bhd, Kuala Lumpur, Wilayah Persekutuan Kuala Lumpur, Malaysia

- Provided game design solutions as well as to create game design documents for in-house development uses.
- Worked closely with the Producer and Team Leads to monitor the development progression of and the whole team.
- Monitored and assigned tasks to the teams via Trello (Digital) and Agile Development Chart board (Analog).

Contract Game Designer, 09/2013 – 05/2015

Nexasoft Sdn Bhd, Petaling Jaya, Selangor, Malaysia

- Provide game design solutions as well as to create game design documents for clients.
- Work closely with the producer to monitor the development progression of and the whole team.
- Provide insight on designs ideas and allocate them to benefit uses in design elements for client's project needs.
- Worked on 2D & 3D art assets creation.

Game Designer, 05/2012 – 04/2013

Cherry I.T. Sdn Bhd, Petaling Jaya, Selangor, Malaysia

- Created the game design document for the game concept idea.
- Wrote and provided the art and programming team with Game Design Bibles that provides sufficient information on how the game should run along with the GUI concept designs.
- Help to script and test the game build in a PHP environment to further improve the game mechanics as originally planned.

Level Designer, 05/2011 – 10/2011

BigAnt Studios Malaysia Sdn Bhd (contract under **SAGE Interactive MSC Sdn Bhd**), Petaling Jaya, Selangor, Malaysia

- Provide or assist in pre-production level development that involves drawing mock-ups versions of each levels as well as variables and pinpoints for items, props and enemies placements before creating them in 3D mockup form AKA greybox.
- Created the 3D mockup levels based on the approved pre-production level drawings used to construct a proper level before the level can be tested in the game engine.
- Conducted QA testing for pre-alpha 3D levels to ensure the quality of texture, gameplay and performance is up to the required standard.

Junior Application Engineer, 09/2008 – 02/2011

CMIM (M) Sdn Bhd. , Kuala Lumpur, Wilayah Persekutuan Kuala Lumpur, Malaysia

- Provided or assist in technical support for selected range of 2D/3D hardware/software products for the client.
- Conducted pre-sales demonstrations for 2D/3D softwares to the customers of specific needs to enable choices and benefits to their current project integration.
- Run-through each software thoroughly for general usage and also for new features tools for selling points and Quality Assurance tech.

Intern QA Game Tester, 09/2006 – 11/2006

Electronic Arts Asia Pacific Pte Ltd, Singapore, Singapore

- Ensure that the games develop by EA are of bug-free and playable quality before releasing the final product by playing them entirely and enlisting the bugs occurring in them.
- Help and assistance in making furthering improvements in game production and quality assurance.

Education

Bachelor of Game Development (HONS), 05/2014 – 10/2018

KDU University College – Utropolis Glenmarie, Shah Alam, Selangor, Malaysia

- Majored in Game Technology (C, C++, C#); Learned how to program games and tools C, C++, C# and Javascript.
- Worked together in groups on studio-style group projects including FYP on three game projects as their game programmer.

Diploma in Digital Media Design, 05/2004 – 06/2007

Nanyang Polytechnic – Singapore

- Majored in Game Design; Learned game theory as well as game world creation, game narrative, level design and game business from a design-centric structure course.
- Minored in HTML; Learned web design and as well as graphic tools used.
- Worked together in groups on a game project assignment and FYP group project on a small 3D game along with a solo product design project.

Certificates

PCAP – Certified Associate in Python Programming, 2021

Python Institute – Online

- Majored in Python Programming; Learned the basic concept of Python along with utilising advanced programming tips and techniques.
- Learned Control and Evaluation, Data Aggregates, Functions & Modules, Classes, Objects, Exceptions & OOP Fundamentals.

Professional Certificate in Creative Computer Animation, 03/2004 – 05/2004

Professional Certificate in Advance Computer Animation, 03/2004 – 05/2004

Professional Certificate in 3D Film Production, 03/2004 – 05/2004

3Dsense Media School – Singapore

- Majored in 3D Animation; Learn the basics of animation including 3D modeling, texturing, rigging & animating a 3D model from characters to buildings & props etc.
- Also I learned Video Production tools to accommodate my animation projects.

Achievements & Awards

- Certificate of Volunteer, For Fit Sake Ultimate Survival Fitness @ Sunway University, 11/2016
- Certificate of Appreciation, Global Mobile Game Confederation – Mobile Game Asia @ Kuala Lumpur, 07/2016
- Won 3rd Place, 1337 x KL48 Hour Film Project Hackathon, 10/2012
- Certificate of Achievement, Unity Game Developer Workshop – ITrain, 11/2011
- Certificate of Internship, Industrial Attachment Program – Electronic Arts Singapore Integrated Centre (EA SIC), 11/2006
- Certificate of Attendance, NYP Pals – Nanyang Polytechnic, 11/2004
- Certificate of Achievement, Community Service – International College Spain, 06/2001

Affiliates

- Active Member, Independent Game Developer Association (IGDA) - Malaysia Chapter
- Committee Member, KDU Animspiration – KDU University College
- Committee Member, Streetpass Malaysia

Hobbies & Interests

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| ● Drawing | ● Skateboarding |
| ● Jogging & Working-out at the Gym | ● Traveling |
| ● Swimming | ● Prop-making & Cosplaying (Costume Play) |
| ● Playing Computer & Video Games | ● Arts & Crafts |
| ● Creating Game Design Concepts (Prototyping) | |
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