

KARTHI KEIAN

Game Designer — Level, Narrative & Mission Design

karthi@keian.org | +91 7418-222-979 | keian.org/portfolio | keian.org/play

PROFILE

Game designer focused on level, narrative, and mission design for immersive 3D games. I turn story intent into playable space through pacing, encounter design, and environmental storytelling — built in Unreal from blockout to iteration. An architecture background (B.Arch) drives readable, atmospheric levels that keep players oriented. Two solo titles are slated to debut as playable demos at IDGC 2026, Chennai. Seeking AA, indie, or startup studios building narrative-rich games.

CORE SKILLS

Narrative-driven level design · Quest & mission structure · Encounter design & gameplay flow · Environmental storytelling · Rapid prototyping & blockout (Unreal) · Design documentation & diagrams

TOOLS

Engines: Unreal (Blueprints), Unity (foundational)

3D / Terrain: Blender, Gaea, World Creator

Pipeline: Perforce

EXPERIENCE — SOLO TITLES (IN DEVELOPMENT)

Unkindness of Ravens — Solo title · Demo at IDGC 2026, Chennai 2025 – present

- Sole designer across narrative, mechanics, systems, and world design.
- Building a narrative-led 3D experience in Unreal, concept through playable demo.

Koel — Solo title · Demo at IDGC 2026, Chennai in development

- Sole designer: concept, narrative, and level design for a story-driven 3D game.
- Shaping core loop and environments in Unreal toward a demo build.

Punk_Noir — Solo project · Prototype 2025

- Level design, look development, and rapid prototyping in Unreal.
- Blocked out levels and balanced enemy and item placement; implemented core mechanics and tutorial flow.

EXPERIENCE — CLIENT WORK

Unleashed Battle Royale — Freelance · Client project (under NDA) 2025

- Level and environment design: concept, blockout, lighting, and environment direction.
- Tuned sightlines, path widths, and engagement zones for competitive, readable map flow.

3D Character Animator — Freelance · Client project Jun – Nov 2024

- Authored original idle and locomotion sets supporting character personality and responsive game feel.

EDUCATION & CERTIFICATIONS

B.Arch., Karpagam University — 2020 – 2023

3D Animation & VFX, Arena Animation — 2024

Game Design, Epic Games (Coursera) — 2025