

KARTHI KEIAN

GAME DESIGNER · LEVEL · NARRATIVE · MISSION DESIGN

CONTACT

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+91 7418-222-979

Portfolio: keian.org/portfolio

Builds: keian.org/play

DESIGN SKILLS

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

ENGINES & TOOLS

Engines: Unreal (Blueprints), Unity (foundational)

3D / Terrain: Blender, Gaea, World Creator

Pipeline: Perforce, Lore

EDUCATION & CERTS

B.Arch., Karpagam University
2020 – 2023

3D Animation & VFX, Arena Animation 2024

Game Design, Epic Games (Coursera) 2025

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.

SOLO TITLES — IN DEVELOPMENT

Unkindness of Ravens

2025 – present

Solo title · Demo at IDGC 2026, Chennai

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

Koel

in development

Solo title · Demo at IDGC 2026, Chennai

- 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

2025

Solo project · Prototype

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

CLIENT WORK

Unleashed Battle Royale

2025

Freelance · Client project (under NDA)

- 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

Jun – Nov 2024

Freelance · Client project

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