DHANUSH KRISHNA

GAME DESIGNER

SOLO GAMES

LFG — DYING LIGHT 2 - STAY HUMAN (MOD)

GAME / MISSION / LEVEL DESIGNER / DIRECTOR — 2025

- Designed an open-world map with an engaging single-player, story mission with my signature style of cinematic flair
- Designed missions for sandbox gameplay empowering player agency for emergent gameplay & fun replay value
- Focused on reuse of layouts by utilizing different systems and tech as a proof of concept for cost-efficient production
- Directed engaging cutscenes for a fun and memorable three act story that propels parkour & stealth gameplay
- Acclaimed & featured as a Best map by the devs, LFG has over 50,000 players and is a part of their Live-service events

RUN BOY RUN — DYING LIGHT (MOD)

GAME / MISSION / LEVEL DESIGNER — 2018

- Designed an open-world, mission aimed at elevating parkour gameplay using a proprietary game engine
- Created engaging in-game cinematics and cutscenes using custom movie tools
- Has a Five-star gamer rating on steam workshop with over 15,000 players and over 660 positive votes
- Acclaimed as "Mod of the Week" on all official Dying Light social media pages in February 2019

CHAIN REACTION — 2D GAME

TECHNICAL DESIGNER — 2018

- Analyzed and reverse-engineered the core mechanics of the famous android game "Chain Reaction."
- Designed and scripted modular systems critical for the gameplay
- Designed intuitive user interface for the overall user experience and ease of use of the app
- Created a gamified tutorial to quickly teach the rules of the game to players

PROFESSIONAL EXPERIENCE

RIPPLE EFFECT STUDIOS (Los Angeles, CA) — BATTLEFIELD 6

LEVEL DESIGNER II — 2025 - 2026

- Collaborated, developed design philosophies and shipped a brand new mode called “Rapid Royale” on three maps
- Documented, iterated and balanced shipped maps using an experimental in-house tech with feedback to engineers

LEVEL DESIGNER — 2024 - 2025

- Inherited, iterated and designed several regions of the open world for a fun, sandbox Battlefield BR experience
- Built relations with other disciplines to pitch, communicate and develop design philosophies to enhance the fun factor
- Pitched and collaborated to developing efficient design pipelines for smooth iteration cycles during production

RESPAWN ENTERTAINMENT — STAR WARS FPS

GAME / MISSION / LEVEL DESIGNER (Vancouver, BC - 3 years) — 2019 - 2024

- I was a part of this single-player, narrative driven, first-person shooter game since incubation
- Pitched, prototyped, iterated, and explored several fun player mechanics and levels we call “Action Blocks”
- Pitched, and built missions, levels, scripted mechanic-driven gameplay and action set pieces with epic cinematic flair
- Constantly collaborated with artists, engineers, writers to align with my vision of the gameplay experience
- Experiences were praised by both the development team and LucasFilm for high-octane, action-packed & iconic values

MISSION DESIGNER (Los Angeles, CA - 1 year) — MEDAL OF HONOR ABOVE & BEYOND

- Scripted, maintained, and iterated on the gameplay experience of multiple main story missions
- Iterated on combat pacing, encounters, and multiple action set pieces using different tools in the Unreal engine
- Collaborated with different disciplines to integrate, iterate, and maintain story critical cutscenes
- Pitched, scripted, and iterated an interactive "VR Comfort settings" tutorial for a smooth onboarding experience

SURVIOS (Los Angeles, CA) — THE WALKING DEAD ONSLAUGHT

ASSOCIATE TECHNICAL DESIGNER — 2019

- Scripted, maintained, and iterated several missions from block-out to alpha through interdisciplinary collaboration
- Designed modular, game-wide systems using Unreal Blueprints supporting single-player and co-op game modes
- Iterated on combat pacing, encounters, and created action set pieces scripted via proprietary quest tools

GROOVE JONES (Dallas, TX) — QB CHALLENGE '19 & VR TRAINING SIM

TECHNICAL DESIGNER — 2018

- Collaborated with a multidisciplinary team to ship two gamified VR experiences at CES '19 & Superbowl '19
- Designed and scripted fun, gamified interactive elements and systems for the projects built using Unity and Unreal
- Structured progression and flow throughout the experiences for a balanced sense of challenge and accomplishment

PORTFOLIO

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CONTACT

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ENGINES / EDITORS

Unreal Engine
Unity
C - Engine (Dying Light 1 & 2)
id Tech 7 (Doom Eternal)
Frostbite (EA)
Corona SDK
Creation Kit (Bethesda)
Hammer (Half-Life 2)

SCRIPTING

C#
Unreal Blueprints
Lua
Schematics (Frostbite)
C - Engine scripting (Dying Light)
Logic Designer (Doom Eternal)
Papyrus (Skyrim)
Other Proprietary scripting tools

SKILLS

Gameplay Scripting
Rapid Prototyping
Cinematic action set pieces
VR Content Creation
Level Design
Mission Design
Open World Design

TOOLS

Perforce
Movavi
JIRA
Canva
Office Suite
Photoshop

EDUCATION

Guildhall at SMU (2018)

Professional Certification in Interactive Technology, Game Design

VTU (2016)

Bachelor of Engineering in IT