Ganesh Alla
Game Designer

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Professional Summary

Game Designer with **3+ years of experience** spanning System Design, Technical Art, and Production. Currently serving as a **Lead Designer**, architecting core loops and **economy systems** for high-retention gameplay. Contributed to **6+ Steam releases**, including the award-winning *Coalescence* (SIEGE's 2022 Silv-E contest). Skilled in **Unreal Engine Blueprints**, Agile workflows, and bridging the gap between creative vision and engineering reality

WORK EXPERIENCE

Red Crown Technologies — **Hyderabad, India**
Lead Game Designer — November 2025 – present
- Spearhead creative direction and team management for a co-op underwater survival title from concept to pre-production.
- Architect core gameplay loops and **balance game data**, specifically designing **systems** for player **retention** and **pacing**
- Establish production pipelines and design documentation, including pitch decks and workflows, to align cross-functional teams.

Icarus Development — **Winter Park, FL**
Game Designer — December 2024 – May 2025
- **Prototyping:** Developed initial level prototypes to test and refine gameplay concepts.
- **Design Documentation**: Contributed to the creation and organization of in-game design documents.

Mars Games — **Winter Park, FL**
Technical Artist — April 2024 – November 2024
- Designed and implemented foliage systems, optimized assets for Nanite, and ensured engine compatibility.
- Managed world partition, level sequencers, shader development, and created immersive 3D environments with realistic lighting.

Zygobot — **Winter Park, FL**
Producer — October 2023 – April 2024
- **Team Leadership:** Managed teams of game designers, level designers, QA testers, and artists.
- **Roadmap Development:** Designed user storyboards and product roadmaps to ensure timely deliverables.

Full Sail Flight Crew — **Winter Park, FL**
Technical Producer — April 2023 – October 2023
- **Cross-functional teams**: Collaborated with animators, designers, and artists to meet project goals, while managing GitHub repository and overseeing project execution
- Streamlined sprint planning and oversaw project execution using **Agile** methodologies and **GitHub**.

Cellec Games — **Winter Park, FL**
QA Tester / Game Designer — April 2022 – March 2023
- **Shipped:** Contributed to the successful release of 6+ games on Steam in a QA role.
- **System Design:** Designed gameplay systems using Unreal Engine Blueprints and created 3D level prototypes.

EDUCATION

Full Sail University — **Winter Park, USA**
Master of Science in Game Design

ICAT Media Design College — **Hyderabad, India**
Post Graduation Diploma in Game Art & Design

Koneru Lakshmaiah University — **Vijayawada, India**
Bachelor of Technology in Electronics & Communication Engineering

SKILLS

- **Design:** System Design, Game Economy, Level Design, Gameplay Balancing, Documentation (Confluence/GDD), User Experience (UX).
- **Tools:** Unreal Engine 5, Unity, Blueprints, Jira, Trello, GitHub, Perforce, Maya, Blender.
- **Soft Skills:** Team Leadership, Agile/Scrum, Cross-functional Collaboration.