

Ganesh Alla

Game Designer

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Professional Summary

Game Designer with **3.5+ years in game development** across systems design, level design, technical art, and production. Former **Lead Game Designer** on a co-op survival title, designing **core loops, economy, and pacing systems** for player retention. Contributed to **6+ Steam releases**, including the award-winning *Coalescence* (SIEGE 2022 Silv-E). Skilled in **Unreal Engine 5, Blueprints, rapid prototyping, and design documentation**. Currently a startup founder, with hands-on client delivery and AI-assisted prototyping experience.

WORK EXPERIENCE

Molvex Labs

Founder & Technical Lead

Hyderabad, India

May 2026 – present

- Founded a tech services startup; own product direction, technical architecture, and end-to-end client delivery.
- Designed the conversation system for a multilingual voice agent, covering flows, branching logic, fallback states, and handoff to staff, applying **systems design** and **UX** principles from game design.
- Delivered a premium web platform with CMS and payment integration, turning client requirements and **feedback** into shipped features.
- Use modern AI development tools (Claude, OpenAI Codex, Google Antigravity) and structured prompting (CO-STAR) to speed up **prototyping** and **iteration**.

Red Crown Technologies

Lead Game Designer

Hyderabad, India

December 2025 - May 2026

- Led creative direction and team management for a co-op underwater survival title from concept to pre-production.
- Architected core gameplay loops and **balanced game data**, designing **systems** for player **retention** and **pacing**.
- Established production pipelines and design documentation, including pitch decks and workflows, to align cross-functional teams.

Icarus Development

Game Designer

Winter Park, FL

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

Technical Artist

Winter Park, FL

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

Producer

Winter Park, FL

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

Technical Producer

Winter Park, FL

April 2023 – October 2023

- **Cross-functional teams:** Collaborated with animators, designers, and artists to meet project goals while managing the GitHub repository.
- Streamlined sprint planning and oversaw project execution using **Agile** methodologies and **GitHub**.

Celtec Games

QA Tester / Game Designer

Winter Park, FL

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

Master of Science in Game Design

Winter Park, USA

ICAT Media Design College

Post Graduation Diploma in Game Art & Design

Hyderabad, India

Koneru Lakshmaiah University

Bachelor of Technology in Electronics & Communication Engineering

Vijayawada, India

SKILLS

- **Design:** System Design, Game Economy, Level Design, Gameplay Balancing, Conversation/Flow Design, Documentation (Confluence/GDD), User Experience (UX).
- **Tools:** Unreal Engine 5, Unity, Blueprints, Jira, Trello, GitHub, Perforce, Maya, Blender.
- **AI Tools:** Claude, OpenAI Codex, Google Antigravity, Prompt Design (CO-STAR), ACS Workflow.
- **Soft Skills:** Team Leadership, Entrepreneurship, Agile/Scrum, Cross-functional Collaboration, Client Management.