

# Mohan Goel

Adaptable systems-focused game designer with experience spanning game market research, funding strategy, game balancing, and systems-driven gameplay design. Contributed design to 2+ shipped titles. U.S. citizen with full work authorization.

## PROJECTS

### **Steel Requiem (In Development) – Technical Game Designer | Solo Project**

- Built a modular **Unreal Engine 5 Blueprint inventory system** supporting slot initialization and item transfers.
- Implemented weight-based movement slowdown tied to carried inventory
- Developed a grid-based building placement system with ghost preview and placement validation
- Integrated resource costs and unlock conditions with the inventory and building workflow

### **RoboRail – Project Manager/Team Lead**

- Worked on the story for the project
- Contributed to level design in the project

### **Tournamental – Systems Designer**

- Designed and implemented new mechanics for the existing project
- Developed mechanics designed by others working on the project

### **Plugo Detective – Designer**

- Designed a torch effect for the camera on Unity
- Aided in the optimization process for release on mobile devices

### **Plugo Farm – Designer/Engineer**

- Liaised between developers and artists to smooth project workflow
- Created an algorithm in Google Sheets that would store data and convert it into JSON for use by the developers

## EXPERIENCE

### **PlayShifu – Game Design Ops Engineer**

Winter Park, FL

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[mohangoel0924@gmail.com](mailto:mohangoel0924@gmail.com)

[LinkedIn](#)

[Portfolio Site](#)

## SKILLS

Unreal Engine 5, Unity, Visual Scripting, C#, C++, Confluence, JIRA, UI/UX, Google Suite, Perforce, Microsoft Office Suite, Project Management

## EDUCATION

*MSc, Game Design*

**Full Sail University**

MARCH 2025 - MARCH 2026

*BSc, Game Design*

**Full Sail University**

MAY 2022 - SEPT 2024

*BCA, Game Development*

**CMR University**

JULY 2016 - SEPT 2019

MAY 2021 - OCT 2021

- Spearheaded the development of tools to aid developers in the design flow and the development of new and existing games.
- Prototyped new mechanics to be implemented in some of the company's existing and new games.
- Liaised directly with the developers and designers to create and update various levels for other games.

### **Anthill Ventures - Intern**

JULY 2020 - OCT 2020

- Performed market research on gaming companies in the Indian and Southeast Asian markets.
- Analyzed and assessed gaming companies looking for funding in the Indian gaming space.

### **Sostronk - Development Intern**

SEPT 2018 - FEB 2019

- Maintained Sostronk's CS:GO servers and game modes.
- Added and configured the "Rock The Vote" feature to Sostronk's CS:GO servers for their Retake mode.