

Gourav Ranganath

gourav.ranganath01@gmail.com • +44 7823707923 • Canterbury, United Kingdom

www.linkedin.com/in/gourav-ranganath • www.gouravranganath.com • Full right to work in the UK

KEY SKILLS

Production

- Agile and Scrum delivery (stand-ups, sprint planning, reviews, retrospectives)
- Task ownership and prioritisation (clear next actions, dependencies, blockers)
- Cross-discipline coordination (design, art, programming, QA) and stakeholder alignment
- Meeting facilitation (agenda, decisions, action items, follow-through)
- Documentation and delivery hygiene (decision logs, trackers, structured updates)
- Feedback loops: capture, prioritise, implement, verify

Game Design

- Core loop design and scenario design (interaction-led learning, narrative systems)
- Player experience design (readability, onboarding, pacing, feedback)
- Prototyping and iteration (playtest-driven refinement)
- Design documentation (clear specs, decision rationale, implementation-ready notes)
- Systems thinking: translating intent into mechanics, constraints, and player behaviour

QA & Quality

- Functional testing, regression testing, and release readiness checks
- Bug reporting with clear repro steps, severity and priority, expected vs actual
- Test planning artefacts (test plans, test cases, test matrices, feedback sheets)
- Verification mindset (fix checks, risk awareness, stability focus)
- Platform testing exposure, including console devkits (where applicable)

Tools

- Unreal Engine 5 (Blueprints)
- Task tracking: Microsoft Planner, Monday.com, Jira
- Documentation and collaboration: Microsoft Office, Miro
- Creative tools: Photoshop, After Effects, Maya

PROFESSIONAL EXPERIENCE

Producer & Co-Designer - Gallos Kernow (live-client educational game)

Client: Cornwall Council's Local Resilience Forum

Jan 2025 – May 2025
Falmouth, United Kingdom

Delivery and production

- Led Scrum ceremonies (stand-ups, sprint planning, reviews, retrospectives) and maintained a shared task board to keep ownership, blockers, and priorities visible.
- Coordinated cross-disciplinary delivery by keeping decisions and actions trackable, and following through to completion.
- Supported stakeholder-facing progress by packaging demo scope clearly and aligning delivery to presentation milestones.

Design contribution

- Co-designed the core loop and key scenarios for an interaction-led guided learning experience usable in classrooms and at home.
- Documented design decisions and translated them into implementable tasks and clear notes for the team.

Playtest and QA

- Planned and ran structured playtests and stakeholder review sessions, turning findings into prioritised actions.
- Built QA artefacts, including a bug capture template and a test matrix (including a fire extinguisher validation matrix to ensure correct protocol behaviour).
- Verified changes through re-check cycles so improvements were not “just notes”, but shipped updates.

Showcase

- Presented at Falmouth University Games Expo and observed strong engagement and repeat play, informing iteration and positioning.

QA Tester (Credited) - Wildmender (PC, PS5, Xbox Series X|S)

Jul 2022 – Nov 2023

Kwalee

Bangalore, India

Scope and environment

- Supported a live development team through early development, release, and post-release quality support.

QA delivery

- Executed structured functional and regression testing across builds, raising clear, actionable defects.
- Produced high-quality bug reports with reproducible steps, evidence, severity/priority, and verification notes.

Production support (production-adjacent)

- Created and maintained QA documentation (test plans, test cases, test matrices, structured feedback sheets).
- Produced routine quality updates (daily/weekly reporting) to keep progress and quality visibility clear to the team.
- Supported prioritisation by tracking issues and follow-ups so fixes and re-checks stayed visible and completed.

Tools and workflow

- Bug tracking and team coordination via task boards and reporting workflows; tested across multiple platforms, including console devkits (where applicable).

EDUCATION

MA Game Design

Falmouth University

Sep 2024 – Sep 2025

Falmouth, United Kingdom

BVA Animation and Multimedia Design

ICAT Design and Media College

Jul 2018 – Aug 2022

Bangalore, India