Gunabalan Lingam

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Portfolio | GitHub | LinkedIn

SUMMARY

Game developer with experience building games for PC, WebGL, and mobile. Skilled in **C#** and **C++**, with a focus on gameplay, UI, and interaction. Experienced in turning prototypes into finished features with clean, maintainable code.

SKILLS

- **Game Engines**: Unity, Unreal Engine, Construct 3, Godot, Phaser
- **Game Prototyping**: Figma, Twine, Ink, Miro, Adobe XD, Google Slides, Unity, Construct 3
- **Programming Languages**: C++, C#, Python, JavaScript, TypeScript
- **Tools & Workflows:** ProBuilder, Shader Graph, Unity Editor Scripting, Git, Sourcetree
- **Software Development:** Object-Oriented Programming, Algorithm Optimization, Multi-threading
- **Version Control:** SVN, GitHub

WORK EXPERIENCE

Freelance Developer   **May 2024 – Present, Remote**

- Developed 2D/3D game prototypes in Unity (C#) and Phaser (JavaScript), including physics systems, UI flows, and input handling for cross-platform deployment.
- Engineered and launched full-stack web solutions utilizing React (JavaScript & TypeScript) for front-end deployment, and integrated backend logic with Python frameworks (Flask/FastAPI) and PostgreSQL databases.
- Delivered scalable gameplay features, including progression logic, reward systems, and level scripting, tailored to diverse client briefs.
- Implemented custom UI/UX systems with adaptive layouts and animation logic in both games and web platforms.
- Managed version control (Git), milestone delivery, and client feedback cycles independently, ensuring high-quality results under tight deadlines.
- Collaborated with international stakeholders to translate design goals into functional systems with clear technical documentation.

Mastree   **November 2020 – November 2021, Bangalore**
Game Developer and Game Designer

- Designed and developed 50+ educational mini-games for students in grades 1–8, increasing user engagement by 30%.
- Translated academic curriculum into interactive learning mechanics and feedback loops using Unity WebGL and Construct 3.
- Utilized C# and logic scripting within Unity to implement progression mechanisms that adapt to user input, encouraging engagement through tailored visual feedback.
- Implemented accessible UI and inclusive game mechanics, considering cognitive load and diverse learning needs.
- Transformed lesson plans into interactive simulations by collaborating with instructional designers and subject experts, utilizing Unity and Construct 3 to facilitate curriculum engagement.

Ogre head studios   **September 2019 – February 2020, Hyderabad**
Game Programmer

Hyderabad
- Implemented and refined turn-based combat systems for player and AI entities in Unity, applying algorithmic logic to support balanced encounter design.
- Enhanced gameplay experience by constructing and refining traversal systems and hub world logic using C# within Unity.
- Conducted daily QA sessions and applied debugging techniques to resolve key software issues, improving code maintainability using Unity and C#.
- Integrated feedback from the design team to iteratively update RNG algorithms and optimize player engagement.

EDUCATION

Heriot-Watt University,   **Jan 2023 – May 2024**
Masters in Artificial Intelligence(M.Sc.)
Edinburgh, UK.
- Grade: 2:1
- [Dissertation](): Developed a Unity-based traffic simulation with AI-driven autonomous vehicles using ML-Agents, PPO, and SAC algorithms.
- Coursework: Computer Games Programming, Machine Learning, 3D Graphics & Animation, Data Mining, Reinforcement Learning.

Backstage Pass Institute of Gaming and Technology,   **July 2016 – July 2020**
Bachelors in Technology(B. Tech), Computer Science (CSGD)
Hyderabad, Telangana.
- Percentage - 79.66%
- Represented studio at Indian Game Developer Conference (IGDC) as Game Programmer.

Velammal Vidyalaya
Chennai, Tamil Nadu.
12th Grade, (CBSE) - 88.4%   **2016**
10th Grade, (CBSE) - 10.0 CGPA   **2014**