

Gunabalan Lingam

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[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

SUMMARY

Game Developer with professional experience working on commercial and educational games for PC, WebGL, and mobile. Strong background in gameplay systems, UI/UX, and interactive design. Proficient in C#, C++ with a deep understanding of game feel, architecture, and rapid iteration. Experienced in taking features from prototype to polished implementation, with a focus on clean, modular code and collaborative development.

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
- **Gameplay Design:** Combat Systems, Interaction Loops, AI Logic, Animation State Machines
- **AR/VR Development:** AR Foundation, Vuforia, Oculus SDK, Meta SDK
- **Software Development:** Object-Oriented Programming, Algorithm Optimization, Multi-threading
- **Version Control:** SVN, GitHub

WORK EXPERIENCE

Freelance Developer,
Remote

May. 2024–Present

- Developed 2D/3D game prototypes in Unity (C#) and Phaser (JavaScript), including physics systems, UI flows, and input handling for cross-platform deployment.
- Built and deployed full-stack web applications using React (JavaScript & TypeScript) for the frontend and Python (Flask/FastAPI) with PostgreSQL for the backend, implementing RESTful APIs, dynamic UI components, and responsive CSS styling.
- 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

Nov. 2020–Nov. 2021

Game Developer and Game Designer,
Bangalore

- Designed and developed 20+ 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.
- Built progression systems tied to user performance, introducing adaptive challenge levels and visual learning feedback.
- Implemented accessible UI and inclusive game mechanics, considering cognitive load and diverse learning needs.

- Worked with instructional designers and subject experts to convert lesson plans into interactive simulations.

Ogre head studios

Sep. 2019– Feb. 2020

Game Programmer,

Hyderabad

- Developed turn-based combat mechanics using Unity for both player and AI, focusing on balance and replayability.
- Built and optimized traversal systems and hub world mechanics in C#.
- Identified and fixed critical bugs during daily QA passes, contributing to overall code maintainability.
- Worked closely with lead game designer to refine RNG systems and gameplay loop.

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