

CONTACTS

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Pattukkottai, Tamil Nadu-614613

SKILLS

Game Engines & Programming

Unity, C#, Java

Design & Art

Blender 3D, Level Design

Other Skills

Git, GitHub, Digital marketing, R&D, Play Store Deployment, Monetization Systems, Play Testing

INTERESTS

- Building unique game mechanics
- level design
- 3D Games

EDUCATION

Pattukkottai Polytechnic College

Diploma in Mechanical Engineering

Pattukkottai, Tamil Nadu

2016 - 2019

GOKUL RAJENDRAN

GAME DEVELOPER

SUMMARY

Independent Game Developer with hands-on experience in **Unity, C#, and Blender**, specializing in **FPS and 3D gameplay mechanics, procedural generation, and immersive level design**. Published multiple games on the Play Store with full-cycle ownership—coding, 3D modeling, UI, and deployment. Proven ability to **lead teams, optimize gameplay systems, and deliver polished, player-focused experiences**.

EXPERIENCE

Independent Game Developer

09/2024 - Present

Unity Developer

- Designed, developed, and published **2 Unity-based 3D games** on Google Play.
- Built **wave-based AI spawning** for an FPS survival shooter (*Neon Waves: The Forest of Fear*) and **procedural path generation** for an endless runner (*Snowboarding Snowman*)
- FPS survival shooter with wave-based combat and power-up mechanics.
- Implemented **ad-based monetization**, integrating rewarded ads to boost player retention.
- Collaborating with a **3-member team** on a 2D top-down shooter, serving as **Technical Lead, Level Designer, and Publisher**

PROJECTS

2D Top-Down Shooter (Team Project, In Development)

- Initiated during a **72-hour game jam** under the theme *Error is the Future*, delivering a playable prototype within the deadline.
- Positive reception lead the team to **expand the game into a full version with 30 levels** (currently in development).
- Implemented **NavMeshPlus** for 2D pathfinding, enabling smooth enemy AI navigation and dynamic obstacle avoidance.
- Established a **Git repository** for version control, ensuring seamless collaboration across all team members.
- Serving as **Technical Lead, Level Designer, and Publisher**, overseeing gameplay systems, level progression, and deployment planning.

Neon Waves: The Forest of Fear – FPS Survival Shooter (Solo, Play Store & Web Release)

- Designed and developed a **First-Person Shooter** in Unity, released on **Google Play Store and web platforms**.
- Implemented Unity's **New Input System** for responsive, cross-platform controls (mobile + desktop).
- Built **AI enemy navigation** using **NavMesh**, enabling wave-based spawning and dynamic pathfinding.
- Created optimized **Unlit Shader Graphs** for stylized neon visuals and performance-friendly rendering.
- Leveraged **Scriptable Objects** to modularize weapons, enemy stats, and wave configurations for rapid iteration.
- Integrated **ad-based monetization** and publishing workflows, ensuring smooth deployment across platforms.

Snowboarding Snowman(Solo, Play Store)

- Procedural path generation, 3D modeling, ad monetization.