

CONTACTS

 8056983176

 gokulrajendran037@gmail.com

 <https://gokul13r.github.io/MyPortfolio/>

 Chennai, Tamil Nadu - 600 049

SKILLS

Game Engines & Programming

Unity · C# · Java

Design & Art

Blender 3D · Level Design

Other Skills

Git · GitHub · Digital Marketing · R&D ·

Play Store Deployment · Play Testing ·

Monetization Systems

INTERESTS

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

EDUCATION

Pattukkottai Polytechnic College

Diploma in Mechanical Engineering

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 Project, 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 Project, Play Store)

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