DEVARAJA VIJAYAPREMANATH

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ABOUT ME

Dedicated and results-driven Unity Game Developer with hands-on experience in designing, developing, and optimizing 2D and 3D games for mobile and web platforms. Strong expertise in C#, gameplay mechanics, UI systems, and performance optimization. Proven ability to collaborate effectively with artists, designers, and cross-functional teams to deliver engaging player experiences. Passionate about building high-quality games and continuously improving technical and creative skills.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE   2022 – 2025
EASTERN UNIVERSITY TRINCOMALEE CAMPUS
CGPA: 3.1

PROJECTS

FINAL YEAR PROJECT: VOICE CONTROL GAME (INDIVUAL-PROJECT) 🔗
- Technology : Unity 3D, windows voice recognition library,C#
- Description : Developed a voice-controlled 3D top-down escape game in Unity using C#, enhancing accessibility and player immersion.
- Key features : Enables players to control character movement and actions using voice commands

MULTIPLAYER TANK GAME 🔗
- Technology : Unity 3D, C#
- Description : Designed and developed a 2-player tank combat game in Unity using shared keyboard input. Implemented real-time shooting, health systems, and collision detection for engaging local multiplayer gameplay.
- Key features : Two players to battle simultaneously on the same device using a single keyboard, promoting fun and competitive gameplay without the need for network connectivity.

MULTIPLAYER PARAMAPATHAM BOARD GAME 🔗
- **Technology:** Unity 3D, C#
- **Description:** Designed and developed **Paramapatham**, a turn-based board game in Unity with interactive 2D/3D gameplay mechanics. Implemented dice rolling logic, player movement across the board, and turn management systems for smooth game flow. Integrated game rules, UI for player scores, and animations for engaging visual feedback.
- **Key Features:** Multiplayer gameplay for 2 players on a single device, dice-based movement with accurate outcome detection, interactive board with animated pieces, and user-friendly interface to enhance player experience.

SKILLS

Programming Language	**Game Engines**
C#, C++, JAVA, Python	Unity, Unreal Engine
Version Control	**Other Skills**
Github	Problem-Solving, Communication, Adaptability, Teamwork, Leadership

LANGUAGE

English	**Tamil**	**Sinhala**
Professional proficiency	Native Speaker	Intermediate