

A.A.KALAINILAVAN

Game Developer | Game Designer | Full Stack Developer

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Kalmunai, Sri Lanka

SUMMARY

An experienced game developer with knowledge in Unity, C#, ASP.NET, and SQL. Making interesting and high-performance games by emphasizing on good software architectures and scalable back-ends is my specialty. I am good at using the latest development methods to deliver products that satisfy both technical and user requirements. Passionate about innovation and always working to improve my skills for staying ahead in the gaming industry.

Explore my portfolio to see examples of my work: [A.A.Kalainilavan | Portfolio](#)

EDUCATION

Bachelor of Science in Computer Science

Eastern University Of Trincomalee Campus

07/2022 - Present Trincomalee, Sri Lanka

SKILLS

Game Development:

Unity Engine C# Level Design Game Mechanics UX/UI Design Game Balancing ASP.NET

Mobile/PC Games

Web Development:

HTML CSS JavaScript ReactJs PHP MYSQL FlreBase Bootstrap

Soft Skills:

Problem-solving Teamwork Time Management Communication Leadership

Languages:

English :- Fluent Tamil :- Native Sinhala :- Intermediate

PROJECTS

Tile Runner

2023 Sri Lanka

Summary

- Developed an endless running PC game using Unity, featuring a simple yet engaging mechanism where players navigate an infinite course. The game focuses on smooth gameplay and intuitive controls, making it accessible for all ages. This project marks my first experience in game development, emphasizing creativity and technical skills.

Dragon Run

2024 Sri Lanka

Summary

- Developed a 3D endless running game as my second project using Unity. This game features enhanced animations and refined mechanics, providing a more immersive and dynamic experience. The focus was on creating fluid gameplay and visually appealing elements, showcasing my growing expertise in game development and design.

Real Racer

2024 Sri Lanka

Summary

- Developed "Real Racer," a car racing game for Android and PC using Unity. The game includes a single map, a garage for customization, and multiple car models. Enhanced with animations, it offers an engaging racing experience across both mobile and PC platforms, demonstrating advanced game development skills.

PROJECTS

Zombie Slayer

📅 2024 📍 Sri Lanka

Summary

- Developed "Zombie Slayer," an FPS zombie shooting game using Unity. The game features two distinct maps and incorporates detailed animations to enhance the immersive experience. This project showcases my ability to create dynamic gameplay and engaging visual effects in a first-person shooter environment.

CERTIFICATION



Unity and C# basics

This course is part of the Meta AR Developer Professional Certificate
Completed June 7, 2024



Intermediate Object-Oriented Programming for Unity Games

University of Colorado System
Completed May 15, 2024

ADDITIONAL EXPERIENCE

Hockey player in University

Eastern University Srilanka

📅 2022 - Present 📍 Sri Lanka

Experience

- As a dedicated hockey player, I bring strong teamwork, discipline, and resilience to the field. My experience in high-pressure situations has honed my strategic thinking and quick decision-making abilities. With a commitment to continuous improvement, I embody sportsmanship, leadership, and a competitive spirit, driving both personal and team success.

REFERENCES



Mrs Khedika Krishnaraj

Lecturer
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Trincomalee Campus
Eastern University Of Sri Lanka.
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