

# 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.

## 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 Firebase 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

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### 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

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### 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

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### 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

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### Mrs Khedika Krishnaraj

Lecturer  
Department of Computer Science,  
Faculty of Applied Science  
Trincomalee Campus  
Eastern University Of Sri Lanka.  
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### Mrs S.Priyanka

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