

A.A.KALAINILAVAN

Game Developer | Game Designer | Full Stack Developer

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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.

SKILLS

Unity Engine

C#

Level Design

Game Mechanics

UX/UI Design

Game Balancing

ASP.NET

Mobile/PC Games

HTML

CSS

JavaScript

ReactJs

PHP

MYSQL

FlreBase

Bootstrap

Project Management

EDUCATION

Bachelor of Science in Computer Science

Eastern University Of Trincomalee Cempus

07/2022 - Present Trincomalee, Sri Lanka

PROJECTS

Tile Runner

2023 Sri Lanka

Summery

- 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

Summery

- 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

Summery

- 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.



Zombie Slayer

2024 Sri Lanka

Summery

- 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
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LANGUAGES

English Proficient	<div><div></div><div></div><div></div><div></div><div></div></div>	Tamil Native	<div><div></div><div></div><div></div><div></div><div></div></div>	Sinhala Intermediate	<div><div></div><div></div><div></div><div></div><div></div></div>
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ADDITIONAL EXPERINCE

Hocky player in University

Eastern University Srilanka

📅 2022 - Present 📍 SriLanka

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.