

LOKESHWARAN K

Game developer

Erode, India

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Career objective

Self-taught Unity game developer passionate about designing and building engaging gaming experiences. Proficient in game mechanics, programming, and level design, with hands-on experience in C#, Unity. I am always excited to cooperate with a organization to improve both the myself and organization.

Education

- Kongu Engineering College, Perundurai

Bachelor of Engineering in Electronics and Communication Engineering : CGPA – 8.78 | Grad 2026

- Kongu National Matriculation Higher Secondary School , Nanjanapuram

Higher Secondary Education : 92.3% | Grad 2022

SSLC : 92.8% | Grad 2020

Projects

- Locked In

A horror type maze runner game developed with Unity. You are in a maze with task of finding of keys to exit it but each key you collect, unlocks a new type of monster. Models are made with Blender. Other software used are Krita, AI for image generation, Music and Sound effects from online.

Skills

- Software : Unity, Blender, Krita
- Language : C#, Python
- Soft skills : Organizing, Problem solving

Languages

Tamil
English
Japanese (Basic)

Membership and Roles

- Executive Member - ECE Association
- Executive Member – Rotaract club

Hobbies

Reading books
Drawing

Certificates

- ❖ Unity Game Development | Issued by Udemy
- ❖ Blender Character Design for Video Games | Issued by Udemy

Links

- [My Portfolio](#)
- [LinkedIn](#)