LOKESHWARAN K

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SUMMARY

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 an organization to improve both the myself and organization.

PROJECTS

➢ **Rogue Blade**

A top-down wave type game where you need to protect your home from enemies. Each wave will have a greater number of enemies and player can buy blades and turrets to protect the home. Used OOPS concept for enemy objects, Observer pattern, Singleton Pattern for the development.

➢ **Locked In**

A horror type maze runner game with the task of finding of keys to exit it, but each key you collect unlocks a new type of monster. Used NavMesh concept for path finding for enemies.

➢ **Indie Runner**

A basic endless runner game. Used Object pooling concepts to increase performance.

SKILLS

➢ **Technical** : C#, Java, OOPS, DSA, PUN (Multiplayer), Git, Github
➢ **Software** : Unity, Blender, Krita
➢ **Soft skills** : Problem solving, Oraganizing.

EDUCATION

➢ **BE** (Electronics and Communication Engineering) | Kongu Engineering College   CGPA: 8.85/10 (2022-26)
➢ **Class X** (SBSE) | Kongu National Matriculation Higher Secondary School   92.8% | 2020
➢ **Class XII** (SBSE) | Kongu National Matriculation Higher Secondary School   92.3% | 2022

ACHIEVEMENTS

➢ **Neo Codathon (KEC)** - Secured a place in top 25 in coding competition for overall college, KEC.
➢ **Ideathon'24** - Secured second place for our idea in Ideathon'24 ECE, KEC.
➢ **Gen AI Hackathon** - Got in top 25 in a national level hackathon by Intel and KPRIET.
➢ **Codathon (KEC)** - Secured 1st place in intra department level coding competition, KEC.

POSITION OF RESPONSIBILITY

➢ **Executive member -** ECE Association   (Sept 2024 – Present)
➢ **Executive member -** Rotaract Club KEC   (Nov 2023 – Present)
➢ **Project coordinator** (My Class)   (Sept 2025 – Present)