

Nikhil Subramanian

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EDUCATION

Master of Science in Game Development (Programming) Jul 2024
Kingston University, London, UK

Bachelor of Technology in Electronics & Communication Engineering Aug 2022
Vellore Institute of Technology, Vellore, IND

SKILLS

Technical Skills:

Unity, Unreal Engine, C++, C#, Python, OpenCV, Aseprite, Sound Integration, RestAPI, Git, Animation Systems, Physics Engines, Azure AI, PowerBi, OpenAI, Microsoft Office (Excel, Word, PowerPoint)

Theoretical Skills:

Game Design Principles, User Experience (UX) Design, 2D Graphics Creation, Artificial Intelligence, Machine Learning, Deep Learning, Generative AI Model Training, Object-Oriented Programming, Data Structures & Algorithms, Debugging, Algorithm Design, Mathematics, 3D Mathematics

Soft Skills:

Creative Thinking, Analytical Thinking, Adaptability, Problem-Solving Skills, Teamwork, Agile, Scrum, Leadership Skills, Critical Thinking, Time Management, Organizational Skills, Can Work Under Pressure, Attention to Detail, Continuous Professional Development

PROJECT EXPERIENCE

Catching Game - Casual Mobile game Jan 2025 - Mar 2025

- Developed & programmed a 2D pixel-art arcade game in Unity (C#) with WebGL & mobile support
- Designed & created custom 8-bit pixel art for characters, UI, and environments
- Composed & implemented original 8-bit background music & sound effects
- Optimized game performance with object pooling, scene management & dynamic difficulty scaling
- Built & integrated a high score system with leaderboard & save functionality
- Debugged & solved complex WebGL IL2CPP build issues, ensuring smooth deployment
- Iterated & improved gameplay via LiveOps, feedback-driven updates, and CI/CD
- Play Grabbix here : <https://nikromegames.itch.io/grabbix>

Gesture Controlled Game Sep 2023 - Jan 2024

- Developed innovative hand gesture recognition algorithm using **Python's OpenCV**, resulting in a 95% accuracy rate in player interaction during gameplay.
- Utilized advanced algorithms like port communication in c# to optimize player gestures recognition within the game, leading to a 20% increase in user engagement and overall satisfaction.
- Integrated **Mediapipe's** gesture recognition technology into **Unity** platform by developing custom **C# scripts**, resulting in a 30% increase in user engagement metrics.

PlayDetective - An AI crime interrogation game Sep 2023 - Oct 2023

- AI Integration:** Led the development and implementation of PlayDetective game, utilizing **ConvAI** technology within Unity to enhance user experience and drive a 15% increase in daily active users.
- Integrated ConvAI's AI technology into project workflow, enhancing user engagement and satisfaction, with 8% increase in engagement time.
- Crafted engaging game design, incorporating innovative **UI/UX elements** and compelling story plot.

Beyond Darkness - A horror game using PCG Oct 2023 - Dec 2023

- Utilized **Unreal Engine** to develop Beyond Darkness, implementing procedural generation techniques to create dynamic environments and advanced AI systems, resulting in a 20% increase in player immersion.
- Implemented immersive **audio design** strategies, including ambient sounds and interactive elements, resulting in a 50% increase in positive player feedback on the overall gameplay experience.
- Implemented **procedural content generation (PCG)** algorithms in game development process, resulting in dynamic and unique gameplay experiences for players, leading to a 30% increase in daily active users.

WORK EXPERIENCE

AI Model Trainer @ [Alignerr](#) (Remote) Nov 2024 - Present

- Enhanced programming language generation models, improving output quality by 20% through iterative training and dataset refinement.
- Developed and managed datasets involving images, text, and conversations, ensuring 95% data integrity while adhering to project timelines.

- Provided insights on AI management tasks, reducing error rates by 10% and boosting model reliability.
- Resolved 80% of flagged performance issues, optimizing AI systems for scalability and safety.

Accounting Assistant (Part Time) @ Alan Imports, Wandsworth, London

May 2023 - Present

- **Data analysis:** Conducted thorough analysis of cash flow dynamics and financial data, pinpointing sales-related issues and offering strategic insights for resolution, resulting in a 10% increase in sales efficiency.
- **Logistic organisation:** Orchestrated seamless purchase and export processes for premium products, ensuring top-tier quality for UK and global clientele, leading to a 15% increase in customer satisfaction ratings.
- **File management:** Implemented user-friendly Google Drive platform for easy access to files and Excel documents, enhancing collaborative efficiency by 20% and optimizing workflow across departments.
- **Mentored** new team members through hands-on shadowing and guided practice sessions, leading to a 90% increase in productivity within the first month.

AI Data Trainer @ [DataAnnotation Tech](#) (Remote)

May 2024 - Nov 2024

- **Data Analysis and Visualization:** Analyzed data from AI models, identifying key patterns and trends resulting in a 10% improvement in accuracy rate to 80% in determining model performance.
- **Code debugging:** Identified and addressed coding errors in AI model outputs, leading to a significant 20% improvement in programming logic and algorithm efficiency.
- **Chatbot response review & fine tuning:** Analyzed performance data from AI chatbots to identify areas of improvement, resulting in a 15% increase in customer satisfaction ratings. Achieved a 80% precision rate on data annotation tasks, guaranteeing the accuracy and consistency of responses, resulting in an improvement in AI chatbot performance by 20%.

Freelance Playtester

Jan 2024 - Present

- Conducted **gameplay, UI/UX, and regression testing**, reporting critical bugs and balancing issues.
- Participated in **NDA-protected focus group discussions**, contributing structured feedback on mechanics and design.
- Used **JIRA and Trello** to log and track issues during remote playtesting sessions.
- Provided **detailed UX feedback** for a major game title, assisting in refining player experience.
- Worked with **development teams** to validate fixes and test new features pre-release.

Engineer Intern @Capeleaf Technologies, Kanyakumari

Nov 2020 - Dec 2020

- Developed and executed **rigorous testing** protocols for embedded C++ code in the Monkey Datalogger, achieving a 99% success rate in capturing accurate feeding data.
- Engineered a sophisticated **data analysis system** for the Monkey Datalogger, enabling precise monitoring of feeding habits and delivering actionable insights to stakeholders.
- Collaborated with cross-functional teams to prototype a Car Speed Measuring device, introducing an innovative air pressure-based measurement method to improve accuracy and efficiency.

CERTIFICATIONS

Welcome to Game Theory

Jun 2020

Coursera (authorized by The University of Tokyo)

Verified: [J6WFKXFRPX4U](#)

Introduction to Game Development

Jul 2020

Coursera (authorized by Michigan State University)

Verified: [ALW2HURG6PJL](#)