

NILAVAZHAGAN ELANGO VAN

Senior Unity/Unreal Programmer

Senior Game programmer with 3+ years of Unity experience, focused on AI and gameplay systems. Also experienced in Unreal Engine through independent projects. Fast learner and passionate about immersive experiences.

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EDUCATION

Bachelor of Engineering - Computer Science & Engineering (2017)

Sri Sairam Engineering College (Anna University)

EXPERIENCE

GoodAI Research s.r.o, Prague (Remote)

GoodAI specializes in AI research with a long-term goal of developing general artificial intelligence, and is currently working on AI People, a game project featuring emergent NPC behaviors powered by large language models.

Senior Unity/AI Developer

Title: AI People

SEP 2024 - JUN 2025

Tools Used: Unity3D, C#, Docker, Unity Addressables, REST APIs, Git, GPT-4

- Implemented an extensive **Quests** system, with support for quest dependency, sub quests, completion actions etc.
- Implemented a **grid visualization editor** tool to facilitate easier building of levels.
- Implemented a diverse set of features like **resources system**, **object destruction**, **combat system**, **day/night cycle**, **voice input** etc.

Advanced Unity/AI Developer

Title: AI People

JUL 2022 - SEP 2024

Tools Used: Unity3D, C#, Docker, Unity Editor scripting, Unity Addressables, Unity UI Toolkit, Unity Profiler, Python, REST APIs, Elasticsearch, Kibana, AWS, Git, GPT-4

- Migrated the entire project to use the **Addressables** system for asset management.
- Migrated part of the in-game UI to use the **UI toolkit** system.
- Developed a system that seamlessly handles deletion and renaming of in-game items.
- Analyzed and improved the **performance** of the gameplay and editor tools in multiple instances (up to ~65%) using the **Unity Profiler** and **Profile Analyzer**.

Unity/AI Developer

Title: AI People

JUL 2021 - JUN 2022

Tools Used: Unity3D, C#, Docker, Unity Editor scripting, Python, Typescript, HTML, CSS, JSX, Tailwind CSS, REST APIs, Swagger, Git, GPT-4

- Built various **editor extension** tools for the ease of game designers.
- Added **speech to text** support to the game.
- Built the frontend for a **web application** for labeling player-NPC conversations.

Zoho Corporation, Chennai

Zoho Corporation specializes in SaaS solutions, offering a comprehensive suite of products that support end-to-end business workflows.

Member Technical Staff

Product: ServiceDesk Plus Cloud

JUN 2017 - JUL 2021

Tools Used: Javascript, jQuery, Java, HTML, CSS, MySQL, Mercurial, REST APIs

- Developed a Javascript framework from infancy and maintained it for ease of use of the module developers.
- Maintained effective **communication** with UI/UX team and other developers to bring features from design to production.
- Performed regular **code reviews** to strictly maintain best practices.
- Analyzed and improved **performance** using various optimization techniques (up to ~80%).

PROJECTS

AI People (Alpha) [PLAY](#)

AI People combines sandbox simulation with adventure/RPG elements. AI-driven NPCs learn, feel, interact with their environment, utilize tools, and communicate with other NPCs. Instead of a fixed plot, NPCs dynamically respond to the player, environment, and each other, resulting in emergent storylines.

Platform: PC

Tools Used: Unity3D, C#, Docker, Python

Responsibilities:

- Designed and developed various gameplay features and systems.
- Designed and developed various editor tools to ease development.
- Analyzed and improved performance of the game and editor tools on various occasions.

The Last Order [PLAY](#) [GITHUB](#)

A top-down game where you play as a pizza delivery guy trying to deliver pizzas to customers while fending off hordes of ravenous students.

Platform: PC

Tools Used: Unreal Engine 5, C++, Blueprints

Responsibilities: Designed and developed various gameplay, AI, UI etc features and systems in collaboration with one other programmer.

The Call [PLAY](#) [GITHUB](#)

A first-person dungeon crawler game where you play as a young girl trying to rescue her cat lost in the ancient ruins. Navigate shifting realities and overcome unexpected challenges.

Platform: PC

Tools Used: Unreal Engine 5, C++, Blueprints

Responsibilities: Designed and developed various gameplay, AI, UI etc features and systems as the only programmer in the team.

The Infinite Spirit of Carte Blanche [PLAY](#) [GITHUB](#)

In this first-person shooter (FPS) game, players embody Hubert Lysias, a ghost engaged in combat against aliens who have devastated humanity with their advanced robots.

Platform: PC

Tools Used: Unity3D, C#

Responsibilities: Developed the entire game as a solo developer.

MORE PROJECTS

SKILLS

Engines & Tools: Unity3D, Unreal Engine 5, Unity UI Toolkit, Unity Addressables, Unity Profiler, Blueprints.

Languages: C#, C++, JavaScript, Java, Python, Typescript, HTML, CSS, jQuery, JSX, Tailwind CSS, MySQL, REST APIs, Swagger.

Infrastructure: Git, Mercurial, GPT-4, Docker, AWS, ElasticSearch, Kibana, Blender.

LANGUAGES

English (Fluent), Tamil (Native)

HOBBIES

Video games, Cricket, Movies, 3D printing

RELOCATION PREFERENCE

Willing to relocate internationally (Visa sponsorship required)