

NILAVAZHAGAN ELANGOVAN

Advanced Unity/AI Developer

Experienced game programmer with a focus on AI-based games. Seeking console and PC gaming opportunities. Fast learner, effective communicator and passionate about creating immersive experiences.

EXPERIENCE

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

Advanced Unity/AI Developer

JUL 2022 - PRESENT

Unity/AI Developer

JUL 2021 - JUN 2022

- 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.
- Built various editor extension tools for the ease of game designers.
- Added speech to text support to the game.
- Analyzed and improved the performance of the gameplay and editor tools in multiple instances (upto ~65%) using the Unity Profiler and Profile Analyzer.
- Built the frontend for a web application for labeling player-NPC conversations.

SKILLS

Unity3D Game Engine, UI Toolkit, Addressables, Unity Profiler.

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

Git, Gitlab, Mercurial, Docker, AWS, Elasticsearch, Kibana, Blender.

LANGUAGES

English - Fluent

Tamil - Native

Zoho Corporation, Chennai

Member Technical Staff

JUN 2017 - JUL 2021

- 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 (upto ~80%).

EDUCATION

Bachelor of Engineering - Sri Sairam Engineering College (Anna University)

Computer Science & Engineering (2017)

PROJECTS

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

First person shooter(FPS) game for PC platform.

Pop It - Colors [PLAY](#)

A 2d casual game for Android platform.

Mobile VR Simulation with Navigation

VR navigation system to help guide a user to a place of interest.

Luck! Really? [PLAY](#)

A 2d chance based game with predetermined outcomes for Android. Made for Mini LudumDare #70.