

NILAVAZHAGAN ELANGO VAN

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Willing to Relocate (Need Visa Sponsorship)

SENIOR GAME PROGRAMMER (Unity/Unreal)

Senior Game Programmer with 8 years of experience, including 4 in game development. Transitioned from frontend engineering to follow a passion for video games. Skilled in Unity (professional) and Unreal Engine (hobby), with strengths in editor tools, performance, UI, and gameplay systems.

TECHNICAL SKILLS

ENGINES: Unity3D | Unreal Engine 5

LANGUAGES: C# | C++ | Python | Java | JavaScript

TOOLS: Unity UI Toolkit | Unity Addressables | Unity Profiler | Blueprints | Git | Docker | GPT-4

SYSTEMS: AI Behaviour | Combat | Quests | Resources | Day/Night Cycle | Voice Input | State Machines

PROFESSIONAL EXPERIENCE

Senior Unity/AI Developer | GoodAI Research s.r.o (Remote) SEP 2024 - JUN 2025

TITLE: *AI People*

TOOLS: *Unity3D / C# / Docker / Unity Addressables / Unity Editor Scripting / Git / GPT-4*

- Implemented core quest system with dependencies and sub quests.
- Built modular systems: combat, day/night cycle, resources, voice input, destructibles etc.
- Create grid editor tools to assist level design workflow

Advanced Unity/AI Developer | GoodAI Research s.r.o (Remote) JUL 2022 - SEP 2024

TITLE: *AI People*

TOOLS: *Unity3D / C# / Docker / Unity Addressables / Unity Editor Scripting / Unity UI Toolkit / Unity Profiler / Python / Git / GPT-4*

- Migrated 150+ assets to Unity Addressables, cutting load time by 40%.
- Ported UI to UI Toolkit to modernize and optimize user interface.
- Implemented unique ID system for robust item referencing.
- Improved game/editor performance up to 65% using Unity Profiler.

Unity/AI Developer | GoodAI Research s.r.o (Remote)

JUL 2021 - JUN 2022

TITLE: *AI People*

TOOLS: *Unity3D / C# / Docker / Unity Editor Scripting / Python / TypeScript / Git / GPT-4*

- Built editor extensions to speed up designer productivity.
- Integrated speech-to-text and text-to-speech systems.
- Built web UI for conversation labeling.

Member Technical Staff | Zoho Corporation

JUN 2017 - JUL 2021

PRODUCT: *ServiceDeskPlus Cloud*

TOOLS: *JavaScript | jQuery | Java | HTML | CSS | MySQL | Mercurial*

- Built and maintained internal JavaScript framework used across modules.
- Mentored 5 developers; conducted code reviews and led framework improvements.
- Improved UI performance by up to 80%.

SELECTED PROJECTS

AI People | Platform: PC | Unity3D, C#, Docker, Python

Sandbox RPG where AI-driven NPCs dynamically react to player and environment. Developed gameplay systems, editor tools, UI and conducted performance tuning.

[PLAY](#)

The Last Order | Platform: PC | Unreal Engine, C++, Blueprints

Top-down game where players deliver pizzas while battling hordes of ravenous students. Designed and implemented gameplay, AI and UI systems in a 2-programmer team.

[PLAY](#) | [GITHUB](#)

The Call | Platform: PC | Unreal Engine 5, C++, Blueprints

First-person dungeon crawler involving shifting realities and puzzles. Sole programmer; built core mechanics, enemy AI, puzzles and environment interactions.

[PLAY](#) | [GITHUB](#)

The Infinite Spirit of Carte Blanche | Platform: PC | Unity3D, C#

First-person shooter (FPS) where players battle alien robots as a ghost warrior. Solo developer, responsible for all gameplay systems.

[PLAY](#) | [GITHUB](#)

MORE PROJECTS: <https://nilavazhagan.github.io/#projects>

EDUCATION

Bachelor of Engineering - Computer Science & Engineering

JUN 2013 - APR 2017

Sri Sairam Engineering College (Anna University)

LANGUAGES & INTERESTS

LANGUAGES: English (Fluent) | Tamil (Native)

HOBBIES: Video Games, Cricket, Movies, 3D Printing