VIKNESH VENKATESAN

Creative Game Developer

📞 9600681922 @ viknesh2022@gmail.com 🔗 <u>LinkedIn</u>, <u>Portfolio</u> 📍 Dharmapuri, Tamilnadu, India

EXPERIENCE

Junior Unity Developer

Little Learning Lab

📅 05/2024 - Present 📍 Chennai, India

Developing interactive applications and games

- Develop and optimize interactive applications and games using Unity and C#
- Implement game mechanics, UI/UX elements, and performance optimizations for seamless user experiences
- Collaborate with designers and senior developers to translate creative ideas into functional applications
- Troubleshoot and debug issues in 2D environments to enhance gameplay quality
- Conduct user testing and incorporate feedback to refine game features and mechanics

Student Intern

Jain (Deemed-to-be University)

📅 03/2023 - 03/2024 📍 Location not specified

Internship to gain practical experience in game development

- Developed immersive 3D platformer game using Unity's HDRP pipeline, enhancing level design and lighting techniques
- Designed and implemented enemy AI systems, creating responsive and engaging gameplay interactions
- Collaborated with team members to refine game mechanics and optimize performance for a seamless player experience
- Gained proficiency in asset management and version control to streamline project workflows
- Strengthened foundational knowledge in game design principles and industry best practices

Technical Recruiter

Not specified

📅 10/2017 - 04/2023 📍 Chennai

Technical recruitment in the game development field

- Sourced and recruited top-tier talent for diverse game development roles, ensuring strong alignment with project requirements
- Leveraged expertise in Unity and C# to assess technical skills during recruitment, enhancing candidate quality
- Developed and maintained candidate pipelines for creative roles, optimizing recruitment strategies for efficiency
- Collaborated with hiring managers to understand specific needs, driving successful placements across projects
- Managed full-cycle recruitment processes, from initial outreach to offer negotiations, for critical game development positions

SUMMARY

I am a dynamic Creative Game Developer with 1 year of experience in crafting immersive interactive applications and games. Proficient in Unity and C#, I have a strong background in game mechanics, UI/UX design, and performance optimization. I am passionate about building captivating worlds, enhancing user experiences, and I continually seek to innovate and push the boundaries of creativity in game development

STRENGTHS

🎖 **Team Collaboration**

Strong foundation in game design principles and a collaborative spirit in cross-functional teams

KEY ACHIEVEMENTS

🚩 **Game Launch - Speakaroo: Speech Therapy**

Successfully developed and launched the game for both Android and iOS.

SKILLS

Gameplay Development	C#	Unity

Asset Management	Version Control

Unreal Engine	Blender 3D

Adobe Tools

INTERESTS

🏆 **Career Interest - Game Development**

Passionate about building captivating worlds and enhancing user experiences in gaming

💎 **What Drives Me?**

Environments that support continuous learning and mentorship and Collaborating with passionate developers on cutting-edge projects.

EDUCATION

Master of Computer Application in Game Development

Jain Online

📅 05/2022 - 05/2024   📍 Online - (Correspondence)

Bachelor of Engineering - BE in Mechatronics, Robotics, and Automation Engineering

Mahendra College of Engineering

📅 05/2013 - 05/2017   📍 Location not specified

High School

Sri Vijay Vidhyalaya Mr. Hr. Sec. school

📅 01/1998 - 01/2013   📍 Dharmapuri

PROJECTS

Fragmented Memories

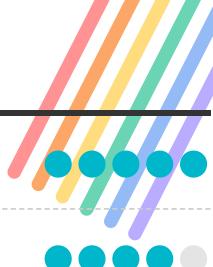📅 11/2023 - 02/2024

🔗 https://www.youtube.com/watch?v=2XxbQUis6p8

Developed a 3D Platformer game using Unity HDRP Pipeline.

LANGUAGES

Tamil
Native

English
Proficient