VIKNESH VENKATESAN

Creative Game Developer

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🔗 **PortFolio**

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

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

Internship to gain practical experience in game development

- Developed an 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 - 02/2023   📍 Chennai, India

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.

SKILLS

Unity / Game Development

| C# | Unity Engine | LeanTween |

| UI Toolkit | Prefabs & ScriptableObjects |

| Shader Graphs | Mobile Optimization |

| Third-Party Tools & SDKs Integration |

STRENGTHS

💎 **Gameplay Systems Expert**
Experienced in structuring scalable gameplay mechanics (timers, boost modes, tutorials, combos, puzzle systems) and Strong at breaking complex features into clean, modular scripts.

💎 **Problem Solver & Debugging Ninja**
Quickly identifies inconsistencies (timers, event listeners, state issues) and fixes them with minimal refactoring and simplifying overly complicated systems without breaking features.

💎 **Team Collaboration**
Strong foundation in game design principles and a collaborative spirit in cross-functional teams

KEY ACHIEVEMENTS

💎 **Launched two commercial mobile games on App Store & Play Store**
Game 1: Speakaroo

- Play Store: https://play.google.com/store/apps/details?id=com.littlelearninglab.Speakaroo_Therapy&pcampaignid=web_share

- App Store: https://apps.apple.com/in/app/speakaroo-speech-therapy/id6737170125

Game 2: Writearoo

- Play Store: https://play.google.com/store/apps/details?id=com.littlelearninglab.writearoo&pcampaignid=web_share

- App Store: https://apps.apple.com/in/app/writearoo/id6744399311

EDUCATION

Master of Computer Application in Game Development

Jain Online

📅 05/2022 - 05/2024

Bachelor of Engineering - BE in Mechanical and Automation Engineering

Mahendra College of Engineering

📅 05/2017 - 05/2017

PROJECTS

Fragmented Memories

📅 11/2023 - 02/2024　　📍 Location

Short summary of your work

- Developed a 3D Platformer game using Unity HDRP Pipeline.
- Game Demo Video