MADHAVAN T

Game Designer and Developer | 3D Artist

Portfolio:

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CAREER OBJECTIVE

I'm a Game Developer skilled in Unreal Engine, Blender, and Substance Painter, with a focus on building immersive environments, engaging gameplay mechanics, and real-time visual effects. With a strong background in C++, Blueprint scripting, and 3D modeling, I bring both technical expertise and creativity to every project. I'm passionate about learning, adapting to challenges, and creating memorable game experiences.

EDUCATION

Advanced Diploma in Game Design and Development

Monolith Research and Training Labs, Bharathidasan Univers, Chennai | 2024–2025

Bachelor of Computer Applications

Sri Kaliswari College(Autonomous), Kamarajar University, Sivakasi | 2020 – 2022

TECHNICAL SKILLS

- **Game Engines:** Unreal Engine 5, Godot, Unity
- **Coding:** C++, C#, Blueprint, Python, GDScript, Java
- **3D & Art Tools:** Blender, Character Creator, Substance Painter
- **Design:** Level Design, Gameplay Programming, UI/UX
- **VFX & Systems:** Niagara, Lighting, Texturing

LANGUAGES

- Tamil (Native)
- English

RECENT PROJECTS

2D Platformer (Unreal Engine) | 2025
github.com/assassin and the lost treasure

- Built platforming mechanics and level layouts using Unreal Engine 5 Blueprints.
- Focused on dynamic camera systems and basic environmental interactions.

2D Platformer Game (Unity) | 2025 - Present

- Built platformer with movement, jumping, and collisions (Rigidbody2D, BoxCollider2D).
- Designed modular levels with tilemaps and scripted gameplay in C#.

3D Horror Survival (Unreal Engine) | 2025 - Present

- Developed 3D horror survival game with Blueprints and C++.
- Designed lighting, atmosphere, and effects using Niagara.

UG PROJECT

2D Platformer (Godot) | 2023 - 2024
github.com/brave heart

- Designed and implemented core gameplay mechanics, including character movement and collision detection, using Godot and GDScript.
- Led solo development from concept to deployment, applying pixel-art style and ensuring optimal user experience.