VIKNESH VENKATESAN

Unity Game Developer

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SUMMARY

Unity Developer with 2.2 years of hands-on experience building and shipping mobile games using C# and Unity. Solo-shipped 3 commercial titles across the Play Store and App Store, integrating AI tooling — Whisper.cpp, Azure AI Foundry, and AI-assisted development workflows (Claude Code, Antigravity) — directly into production gameplay. Skilled in designing scalable gameplay systems, UI/UX implementation, and performance optimization. Transitioned into game development after gaining industry exposure through in-house recruitment for Roblox, backed by a self-funded MCA in Game Development.

EXPERIENCE

Little Learning Lab | Unity Developer May 2024 – Present

Solo DeveloperDharmapuri, India

- Solo-developed and shipped 3 commercial mobile games using Unity and C# for Android and iOS platforms
- Integrated Whisper.cpp (on-device speech-to-text) and Azure AI Foundry into Speakaroo's flashcard learning mode, combining real-time AI inference with gameplay logic to evaluate children's pronunciation
- Used Claude Code as an AI-assisted development workflow to accelerate feature implementation and iteration on Writearoo
- Used Antigravity as part of the AI-assisted development workflow for Social Adventures, from prototyping through shipping
- Integrated external SDKs into production builds — Firebase and Unity IAP for backend/data services, and Google AdMob for monetization — using External Dependency Manager (EDM4U) to resolve Android/iOS native dependencies
- Designed and implemented modular, coroutine-based gameplay systems including timers, combo mechanics, tutorial flows, and puzzle logic
- Optimized performance for mobile devices, reducing frame drops and improving gameplay smoothness
- Implemented UI/UX systems using Unity UI Toolkit and prefabs for interactive and engaging experiences
- Managed version control using Git/GitHub across all shipped projects
- Troubleshot and debugged gameplay, state, and performance issues to enhance stability
- Conducted user testing and iterated on features based on feedback to improve player engagement

Jain (Deemed-to-be University) | Student Intern Aug 2022 – Jun 2023

InternBengaluru, India

- Developed a 3D platformer game (Fragmented Memories) using Unity HDRP pipeline
- Designed and implemented enemy AI systems for responsive gameplay interactions
- Built level design systems and optimized lighting and rendering performance
- Collaborated with team members using Git and structured workflows

EDUCATION

Jain Online | Master of Computer Application in Game Development Aug 2021 – Sep 2023

Bengaluru, India

Mahendra College of Engineering | B.E. in Mechanical and Automation Engineering Jun 2013 – May 2017

Tiruchengodu, India

TECHNICAL SKILLS

Languages: C#

Game Engine: Unity

AI & AI-Assisted Development: Whisper.cpp, Azure AI Foundry, Claude Code, Antigravity, Stable Diffusion / ComfyUI

Core Skills: Gameplay Systems, Coroutines, UI/UX, Performance Optimization, Debugging

Tools & Technologies: Git/GitHub, Firebase, LogCat, Shader Graph, ScriptableObjects, Prefabs, UI Toolkit

Development Practices: Agile, SDLC, Object-Oriented Programming
Platforms: Windows, Android, iOS

PUBLISHED GAMES

Speakaroo (Android & iOS) — 10K+ downloads on Android

- Interactive speech therapy game built with Unity, featuring Whisper.cpp-based on-device speech recognition and Azure AI Foundry integration for a flashcard mode that gives children real-time pronunciation feedback

Writearoo (Android & iOS) — 500+ downloads on Android

- Educational writing game with a focus on user engagement and performance optimization, developed using Claude Code as part of an AI-assisted workflow

Social Adventures (Android) — Live on Play Store

- Gamified social, communication, and emotional-skills learning app for children, built using Antigravity as part of an AI-assisted development workflow.

PROJECTS

Fragmented Memories — 3D Platformer

- Developed using Unity HDRP pipeline with advanced lighting and rendering
- Implemented enemy AI systems and core gameplay mechanics
- Designed levels optimized for both visual quality and performance

Chess (Unity) — In Development

- Personal project built to learn multiplayer networking and AI opponent design
- Implemented screen-size-first board generation, algebraic move notation, and a full chess timer system
- Built a minimax + alpha-beta pruning chess AI opponent

Tamil Rhythm Game — Work in Progress

- Personal project exploring rhythm-game timing systems and audio-sync mechanics, built around Tamil songs
- Core gameplay mechanics complete; song selection and copyright clearance in progress

STRENGTHS

- Strong problem-solving and debugging skills across gameplay and system-level issues
- Expertise in building scalable and modular gameplay architectures
- Early, hands-on adopter of AI-assisted development tools (Claude Code, Antigravity) and AI/ML integration (Whisper.cpp, Azure AI Foundry) in shipped production games
- Collaborative team player with experience working in cross-functional environments