

VIKNESH VENKATESAN

Unity Developer

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SUMMARY

Unity Developer with 1+ years of experience building and shipping mobile games using C# and Unity. Skilled in designing scalable gameplay systems, UI/UX implementation, and performance optimization. Successfully launched 2 commercial games on Play Store and App Store, delivering engaging and high-performance player experiences. Strong foundation in debugging, modular architecture, and Agile development practices.

EDUCATION

06/2022 – 05/2024 Bengaluru, India	Jain Online <i>Master of Computer Application in Game Development</i>
06/2013 – 05/2017 Tiruchengodu, India	Mahendra College of Engineering <i>Bachelor of Engineering in Mechanical and Automation Engineering</i>

EXPERIENCE

05/2024 – Present Chennai, India	Little Learning Lab <i>Junior Unity Developer</i> <ul style="list-style-type: none">• Developed and shipped 2 commercial mobile games using Unity and C# for Android and iOS platforms• Designed and implemented modular 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 experiences• Troubleshoot and debugged gameplay, state, and performance issues to enhance stability• Conducted user testing and iterated features based on feedback to improve engagement
03/2023 – 03/2024	Jain (Deemed-to-be University) <i>Student Intern</i> <ul style="list-style-type: none">• Developed a 3D platformer game 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 version control and structured workflows

10/2017 – 02/2023

Chennai, India

Technical Recruiter

- Recruited candidates for game development roles, assessing Unity and C# technical skills
- Collaborated with hiring managers to align technical requirements with candidate profiles
- Managed full-cycle recruitment processes for technical roles

TECHNICAL SKILLS

Languages: C#

Game Engine: Unity

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

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

Development Practices: Agile, SDLC, Object-Oriented Programming

Platforms: Windows, Android, iOS

PROJECTS

Fragmented Memories – 3D Platformer

- Developed using Unity HDRP pipeline
- Implemented enemy AI systems and gameplay mechanics
- Designed levels and optimized lighting/rendering for performance

PUBLISHED GAMES

Speakaroo (Android & iOS)

- Interactive speech therapy game built with Unity

Writearoo (Android & iOS)

- Educational writing game focused on user engagement and performance optimization

STRENGTHS

- Strong problem-solving and debugging skills across gameplay and system-level issues
- Expertise in building scalable and modular gameplay architectures
- Collaborative team player with experience working in cross-functional environments