Viknesh Venkatesan

Unity Game Developer
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Summary

Unity game developer with 2+ years of experience across 2D and 3D, strong in C#, gameplay systems, in-game UI, and mobile optimization. Brings a growing edge in AI-driven features such as on-device speech recognition and minimax opponents, and is comfortable with Flutter, React, and Node.js, so adapts quickly to new tools and platforms.

Technical Skills

Game Development: Unity (C#), 2D and 3D gameplay, Unity HDRP, enemy AI, level design, puzzle logic, tutorial flows
Game Systems & UI: In-game UI setup and integration, timers, combo systems, state handling, modular architecture, Object-Oriented Programming
Optimization: Mobile performance profiling, lighting and rendering optimization, reducing frame drops, LogCat debugging
Platforms & Releases: Android, iOS, Google Play and App Store releases
SDKs & Monetization: Unity IAP, Google AdMob, Firebase, EDM4U
AI in Games: Whisper.cpp (on-device speech-to-text), Azure AI Foundry, minimax with alpha-beta pruning
Other Development: Flutter (Dart), React, Node.js, Supabase, Firebase, Vercel
Tools & Practices: Git/GitHub, Agile, user testing and feedback-driven iteration, AI coding tools for iteration and code review

Experience

Unity Developer May 2024 – Present
Little Learning Lab *Chennai, India*
- Built and shipped **3 commercial children's games** (Speakaroo, Writearoo, Social Adventures) on Android and iOS, owning design, development, release, and post-launch iteration
- Designed and wrote the core gameplay systems (timers, combos, tutorial flows, puzzle logic) in **C#** and set up and integrated game UI in **Unity**
- Optimized performance on mobile devices, reducing frame drops and improving smoothness
- Integrated **Whisper.cpp** (on-device speech-to-text) and **Azure AI Foundry** into Speakaroo's flashcard mode to evaluate children's pronunciation in real time
- Integrated **Firebase**, **Unity IAP**, and **Google AdMob** into production builds, and resolved native Android and iOS dependencies with EDM4U
- Worked with testers and iterated on features based on user feedback to improve engagement
- Debugged gameplay, state, and performance issues with LogCat and managed all projects in Git/GitHub

Student Intern Aug. 2022 – Jun. 2023
Jain (Deemed-to-be University) *Bengaluru, India*
- Built *Fragmented Memories*, a **3D platformer** on Unity HDRP, with enemy AI and level design systems
- Optimized lighting and rendering performance, and collaborated with teammates using Git

Game Projects

Speakaroo | *Unity, C#, Whisper.cpp, Azure AI Foundry* Android & iOS
- Interactive speech therapy game for children with on-device speech recognition and real-time pronunciation feedback in flashcard mode; **10K+ downloads** on Android

Writearoo | *Unity, C#* Android & iOS
- Educational writing game focused on engagement and performance; **500+ downloads** on Android

Social Adventures | *Unity, C#* Android
- Gamified app teaching social, communication, and emotional skills to children; live on the Play Store

Chess | *Unity, C#* In development
- Built a **minimax chess AI** with alpha-beta pruning, algebraic move notation, a full chess timer, and screen-size-first board generation, to learn AI opponent design and multiplayer networking

Other Projects

ViralScript AI | *Web App, AI, Vercel* | Live Web
- AI short-form video script generator with user accounts, a cloud script library, a free tier, and paid plans

GenQuote | *Flutter, Supabase* Android
- Mobile app for load calculation and quotation generation, with Supabase as the backend database

BuildCalc | *Flutter* Android
- Construction calculator app built with Flutter

Education

Jain Online Aug. 2021 – Sep. 2023
Master of Computer Application in Game Development *Bengaluru, India*

Mahendra College of Engineering Jun. 2013 – May 2017
B.E. Mechanical and Automation Engineering *Tiruchengodu, India*