NILAVAZHAGAN ELANGOVAN
Advanced Unity/AI Developer

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Experienced game programmer with a focus on AI-based games. Seeking console and PC gaming opportunities. Fast learner, effective communicator and passionate about creating immersive experiences.

EXPERIENCE

GoodAI Research s.r.o, Prague (Remote)

Advanced Unity/AI Developer   *Title: AI People*   JUL 2022 - PRESENT

- Migrated the entire project to use the Addressables system for asset management.
- Migrated part of the in–game UI to use the UI toolkit system.
- Developed a system that seamlessly handles deletion and renaming of in-game items.
- Analyzed and improved the performance of the gameplay and editor tools in multiple instances (upto ~65%) using the Unity Profiler and Profile Analyzer.

Unity/AI Developer   *Title: AI People*   JUL 2021 - JUN 2022

- Built various editor extension tools for the ease of game designers.
- Added speech to text support to the game.
- Built the frontend for a web application for labeling player-NPC conversations.

Zoho Corporation, Chennai

Member Technical Staff   JUN 2017 - JUL 2021

- Developed a Javascript framework from infancy and maintained it for ease of use of the module developers.
- Maintained effective communication with UI/UX team and other developers to bring features from design to production.
- Performed regular code reviews to strictly maintain best practices.
- Analyzed and improved performance using various optimization techniques (upto ~80%).

EDUCATION

Bachelor of Engineering - *Sri Sairam Engineering College (Anna University)*

Computer Science & Engineering (2017)

PROJECTS

AI People (Unreleased)   MORE

A sandbox game featuring AI-powered NPCs that freely pursue their own goals.

Mobile VR Simulation with Navigation

A VR app that immerses users in simulated environments, allowing exploration and navigation to different points of interest.

The Infinite Spirit of Carte Blanche   PLAY

In this first-person shooter (FPS) game, players embody Hubert Lysias, a ghost engaged in combat against aliens who have devastated humanity with their advanced robots.

The Call   PLAY

A first-person dungeon crawler game where you play as a young girl trying to rescue her cat lost in the ancient ruins.

SKILLS

Unity3D, Unreal Engine 5, Unity UI Toolkit, Unity Addressables, Unity Profiler, Blueprints.

C#, C++, JavaScript, Java, Python, Typescript, HTML, CSS, jQuery, JSX, Tailwind CSS, MySQL, REST APIs, Swagger.

Git, Gitlab, Mercurial, Docker, AWS, ElasticSearch, Kibana, Blender.

LANGUAGES

English - Fluent

Tamil - Native