LOKESHWARAN K

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SUMMARY

Unity game developer passionate about designing and building engaging gaming experiences. Proficient in game mechanics, programming, and level design, with hands-on experience in C#, Unity. I am always excited to cooperate with an organization to improve both the myself and organization.

PROJECTS

- **Tower defense**

  Tower defence is a simulation game where you need to build and defend your tower from enemies during waves. You can click to destroy or build different types of turrets to defend your tower. Used Unity' Grid for building system. Built shopping and turret upgrade system for harder gameplay. Made different kinds of enemies to spawn after certain level to make the game challenging.

- **Rogue Blade**

  A top-down wave type game where you need to protect your home from enemies. Each wave will have a greater number of enemies and player can buy blades and turrets to protect the home. Used OOPS concept for enemy objects, Object pooling, Observer, Singleton Pattern for the development.

- **Locked In**

  A horror type maze runner game with the task of finding of keys to exit it, but each key you collect unlocks a new type of monster. Used NavMesh concept for path finding for enemies.

- **Tank Battle (Course Project)**

  Tank battle is a 2D multiplayer game built with the help of a Udemy course by Nathan Farrer at GameDev.hq. I learnt about Unity's Netcode for gameobjects during this course and also about the Unity services like Relay and Lobby which are helpful while building an multiplayer game.

- **Mask/Off** (Global Game Jam 2026)

  Mask off is a 3D co-op platformer where different mask has different abilities and the players need to use them to clear levels. I helped with the level designing for this game using Blender.

SKILLS

- **Technical**: C#, Java, OOPS, DSA, Unity's Netcode (Multiplayer), Git, Github
- **Software** : Unity, Blender, Krita
- **Soft skills**: Problem solving, Oraganizing.

EDUCATION

- **BE** (Electronics and Communication Engineering) | Kongu Engineering College   CGPA: 8.89/10 (2022-26)
- **Class X** (SBSE) | Kongu National Matriculation Higher Secondary School   92.8% | 2020
- **Class XII** (SBSE) | Kongu National Matriculation Higher Secondary School   92.3% | 2022

POSITION OF RESPONSIBILITY

- **Secretary -** ECE Association   (Sept 2024 – Present)
- **Executive member -** Rotaract Club KEC   (Nov 2023 – Present)
- **Project coordinator** (My Class)   (Sept 2025 – Present)