

Thamilavan Kapilan

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GAME DESIGNER

www.tamkapilan.com

ABOUT ME

Experienced in Unreal Engine (UE4/UE5) and highly proficient in Blueprints, with a professional QA background on PS5 and VR titles. I build and iterate playable prototypes through playtesting, have led an interdisciplinary team, and won the TIGA Creative Assembly Award (Best Student Game, 2021). Confident with JIRA, I'm looking to deliver immersive gameplay through strong systems design and practical implementation.

SKILLS

- **Unreal Engine: UE4 & UE5**
- Blueprint Visual Scripting
- **Documentation**
- Programming: Python, basic C++
- **JIRA, Confluence**
- Source Control

EDUCATION

- **MSc 3D COMPUTER GAMES DESIGN – Distinction, 2021 – 2022** Staffordshire University
- **BEng COMPUTER GAMES DESIGN – First, 2018 – 2021** Staffordshire University

EXPERIENCE

QA Video Games Tester at Universally Speaking

Feb 2024 – July 2024

PS5 games and VR projects

- Executed TestRail cases, regression testing, functionality testing and identifying defects.
- Log and track bugs using JIRA; create data visualizations in Excel for team reporting.
- Debug and analyse logs on dev kits; document bugs using standardized recording formats.

GAME DESIGNER | THE MORRIGAN

Feb 2021 – May 2021

The Morrigan is an isometric hack and slash adventure with dynamic action gameplay.

- Lead an 18-person interdisciplinary team, driving the project from prototypes into development.
- Led the creation of level scale standards, and environmental obstacles.
- Worked on difficulty curve, pacing and flow to tune player experience and progression.
- Led efforts in enemy AI design and balancing for 4 distinct enemies.
- Created level prototypes and ran playtesting sessions to refine pacing and gameplay flow.

GAME & TECH DESIGNER | CHAOS STRIKE

Nov 2021 – Jan 2022

Fantasy action game featuring swift movement and dynamic swordplay.

- Crafted the game's vision and authored comprehensive game design documentation.
- Designed and implemented AI enemies using Behaviour Trees (patrol, chase, combat).
- Scripted environmental events and orchestrated combat encounters.
- Implemented an input-queue system for chained attacks and tuned combat using playtests.
- Designed, developed, and implemented the vertical slice using Unreal Engine 5.



TIGA Creative assembly 2021
shortlisted for best student games 2021



GVE showcase 2020

2nd place in the GVE summer showcase 2020