

Thamilavan Kapilan

GAME DESIGNER

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ABOUT ME

I am an enthusiastic game designer, driven by an impassioned quest for creativity and a relentless pursuit of inventive solutions to design challenges. My collaborative spirit makes me a team player, always open to learning from others, whether it involves writing documentation, refining game mechanics, or implementing a fun and intricate systems in game engines. Looking ahead, I aspire to contribute to innovative projects in immersive and interactive storytelling.

EXPERIENCE

GAME DESIGNER | THE MORRIGAN

Feb 2021 – May 2021

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

- Co-led a team of 18 designers, programmers, and artists, with a primary focus on guiding the design team through the prototyping and development phases of this adventure.
- Established and maintained level scale design standards, collaborated closely with fellow designers to ensure seamless cohesion across all levels.
- Played a key role in developing design pillars and rules.
- Led efforts in enemy AI design and balancing for 4 distinct enemies.
- Worked on character mechanics, environmental obstacles.
- Created level prototypes and facilitated playtesting sessions with 25 people to collect feedback, enhancing gameplay flow, pacing, and progression.



TIGA Creative assembly 2021
shortlisted for best student games 2021

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.
- Scripted environmental events; orchestrate a large-scale battle, crafting a memorable action experience.
- Designed and implemented enemies using Behaviour trees that can patrol, chase, sword fight and cast spells.
- Designed, developed and implemented the vertical slice using Unreal Engine 5.
- Iterative game-balancing using play-test data with regular playtesting that took place every week.
- Worked gameplay flow and pacing by based on plat-test feedback.
- Set up input queue to connect chain attacks.

A physics-based 3D platformer where control over the ball's momentum propels movement.

- Teamed up with 21 designers, programmers, and artists to create this fun filled platformer.
- I was responsible for level design rules such as level scale, design standards, level's completion time, number of obstacles, difficulty curve, pacing and flow and created 2 levels.
- Pitched and designed game mechanics.
- Ran playtesting sessions and used feedback to balance obstacles and environmental hazards.
- Designed and block-meshed 2 levels; iterated using playtest data.
- Arranged gameplay moments for the levels – Difficulty curve, Obstacles and Pickup locations.



GVE showcase 2020

2nd place in the GVE summer showcase 2020

EDUCATION

MSc 3D COMPUTER GAMES DESIGN - Distinction (MASTER'S DEGREE)

2021 - 2022

STAFFORDSHIRE UNIVERSITY, ENGLAND, UK

BEng COMPUTER GAMES DESIGN – First (BACHELOR'S DEGREE)

2018 - 2021

STAFFORDSHIRE UNIVERSITY, ENGLAND, UK

COMPUTER SCIENCE AND GRAPHICS DESIGN

2015 - 2017

CITY OF STOKE-ON-TRENT SIXTH FORM COLLEGE, ENGLAND, UK

TECHNICAL PROFICIENCY

- **Unreal Engine: 5 years (UE4 & UE5)**
- Blueprint Visual Scripting: 5 years
- **Programming: 3 years Python, basic C++**
- Graphic design: 3 years Photoshop, Illustrator
- **Project Management: 4 years JIRA, Confluence**
- Office Suite: 5 years Microsoft Office
- **Source Control: 4 years GitHub**
- 3D Modelling: 1 year 3ds Max

SKILLS & EXPERTISE

- **Precision Crafting:** Crafting comprehensive game design docs, tech docs, one page.
- **Balance Mastery:** Skilful gameplay balancing for player enjoyment.
- **Proto Architect:** Developing prototypes and conducting effective playtests.
- **Iterative Artisan:** Applying iterative processes for game refinement.
- **Scripting Mastery:** Designing and scripting engaging game mechanics.
- **Flow Navigator:** Optimizing flow, pacing, and progression through player feedback.