

# Thamilavan Kapilan

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## TECHNICAL DESIGNER

07941096723

## ABOUT ME

As a technical designer, my passion for innovation and knack for creative problem-solving guide my approach to complex design challenges. I thrive on blending technical skills with artistic vision, particularly in refining game mechanics and integrating engaging systems within games. My collaborative spirit and openness to learning foster strong team dynamics. I'm dedicated to pushing the boundaries of immersive and interactive storytelling through inventive design.

## EXPERIENCE

### QA Video Games Tester at Universally Speaking

Feb 2024 - Ongoing

Numerous PS5 games and VR projects

- Doing TestRail cases: Performing daily tests on games to identify defects and validate features.
- Performing regression bug testing.
- Conducting functionality testing.
- Communicating bug statuses to the team and utilizing JIRA for bug logging and tracking.
- Utilizing Excel to track bugs and create graphs for data presentation.
- Assisting the team with troubleshooting blocked gameplay issues.
- Documenting bugs using standardized recording formats.
- Working on dev kits (debugging, recording, and analysing logs).

### 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; orchestrated battles, crafting memorable action experiences.

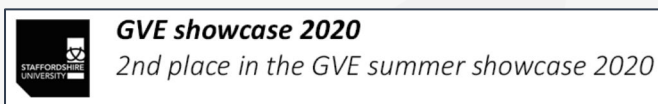
- Designed and implemented enemies using Behaviour trees that can patrol, chase, sword fight and cast spells.
- Designed, developed, and implemented the vertical slice using Unreal Engine 5.
- Iterative game-balancing using play-test data with regular playtesting that took place every week.
- Set up input queue to connect chain attacks.

## GAME & LEVEL DESIGNER | MARBLE EXPLORER

May 2020 – July 2020

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 difficulty curve, pacing and flow and created 2 levels.
- Ran playtesting sessions and used feedback to balance obstacles and environmental hazards.
- Arranged gameplay moments for the levels – Difficulty curve, Obstacles and Pickup locations.



## 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.