

ABHIJITH A

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🔗 <https://github.com/abhijithaabi> **in** <https://linkedin.com/in/abhijithaabi/>
📁 <https://abhijithaabi.github.io/>

PROFILE

I am a Self Starter-"Once I'm clear on what the task or project is, I'm good at determining the best way to accomplish it.", A Team player who believe in the value of collaboration and a Goal oriented person who strive to do the best I can for whatever task is presented to me

WORK EXPERIENCE

Systems Engineer in Infosys *February 2021 - December 2022*
As a Systems Engineer I have executed activities such as development, testing, implementation, warranty and support activities of high quality deliverable within the time frame.

Software Engineer in Nu10 Technologies *January 2023 - Present*
As a Game Developer and a Backend Engineer I have worked with Unity, Firebase and Photon in order to develop and deploy production quality games. And also Node framework such as NestJs, postgres and aws for financial application

EDUCATION

Govt. Engineering college, Palakkad *August 2016 - August 2020*
Bachelor in Technology
Department of Electronics and Communication Engineering **CGPA: 7.23**

Sreekrishnapuram Higher Secondary School, Sreekrishnapuram *July 2014 - May 2016*
Plus Two in Computer Science. **Overall Percentage: 96**
Kerala State Board Exam

Sreekrishnapuram Higher Secondary School, Sreekrishnapuram *June 2013 - March 2014*
SSLC. **Overall Percentage: 100**
Kerala State Board Exam

PROJECTS

Portfolio:
<https://abhijithaabi.github.io/>

Bank of Baroda Project:
At Infosys I have been part of the BOB FEBA project which includes the implementation and upgrade of their existing banking system using Finnacle tools for their overseas branches. I have developed Trade finance lc issuance and Fixed deposit systems in this project.

3CCA Fintech application:
At Nu10 technologies I have worked as a Backend developer in a fintech application for

the client 3CCA. Here I have developed the onboarding workflow system through which client can be onboarded to the platform. I have worked in nestjs, typeorm, postgresql and aws in this project.

Game Development Projects Prototypes:

Developed and deployed Skew in the play store which is a hypercasual game where players have to navigate their cube through the endless narrow path with sharp 90-degree turns

Skew - <https://play.google.com/store/apps/details?id=com.TrueDGames.skew>

Memoora - <https://play.google.com/store/apps/details?id=com.Nu10.Memoora> Jigsaw

Puzzle - <https://github.com/Abhijithaabi/JigsawPuzzle.git> Games Published in itch.io

itch.io profile-<https://abhijithaabi.itch.io/>

Space Jam -<https://abhijithaabi.itch.io/space-jam>

astroid-avoider - <https://abhijithaabi.itch.io/astroid-avoider>

20 Seconds - <https://abhijithaabi.itch.io/20-seconds>

ROVIZ-The Service Robot

The project is basically a service robot that is designed to serve food in a restaurant. The robot uses SLAM using ROS which will help the robot to locate the position and to do the mapping of the environment simultaneously. GitHub Repo: <https://github.com/Abhijithaabi/roviz>

GEC Alumni Portal

Developed a website Gec Alumni Portal for the alumni of the college. This project was done under the banner of Hobby club an initiative by the Dept. of ECE. <http://geckpalumni.in>

FOY

Development and maintenance of the website for the startup FOY (Fountain Of Youth) in our college. <http://foyst.in>

From Monocular SLAM To Autonomous Drone Navigation

Presented a seminar on the topic From monocular slam to autonomous navigation, explaining the concepts of slam and how it can be implemented into a drone.

Website for Pathirikunnathu Mana

Development and maintenance of the website for the client.

<https://www.pathirikunnathmana.com/>

ACADEMIC INTERNSHIPS

Keltron

Interned at Keltron REC-H249, Thrissur in Planning company LAN, Transmission media Devices, Implementing Company LAN, Troubleshooting company LAN

Laxmiinfotek

Has undergone Industrial Training at this organization in application development using AVR along with manufacturing management and marketing process.

TECHNICAL STRENGTHS

Programming	C# , Typescript, nestJs, reactJs, Java
Game Development	Unity,Photon Multiplayer,Unreal Engine Blueprints
Database	Firebase,postgresql
Circuit Design	Eagle
Software & Tools	MS Office, Latex
embedded systems	avr,arduino,8051,texas launchpad
Web Development	Html,CSS, javascript,wordpress

ACADEMIC ACHIEVEMENTS

Volunteered and coordinated the events of the national level techfest invento17 and invento18 conducted by our college

Secured first place in the quiz competition auto quiz conducted during Invento'17.

Winner of Young Innovators Program 2019-21 by K-Disc.

Winner of the best design for the Portable ventilator project conducted by the APJ Abdul Kalam Technological University Kerala.

CERTIFICATIONS

Complete C Unity Game Developer 2D - Udemy url-[ude.my/UC-a482617e-fb4e-45a6-a977-5e712397de93](https://www.udemy.com/course/complete-c-unity-game-developer-2d/)

Unity C Mobile Game Development - Udemy url-[ude.my/UC-5e74be39-069c-4e0f-8395-293064ecacd8](https://www.udemy.com/course/unity-c-mobile-game-development/)

Unreal Engine Blueprint Game Developer - Udemy url- [ude.my/UC-00878cbd-ae5c-495b-b479-7378df9987d4](https://www.udemy.com/course/unreal-engine-blueprint-game-developer/)

Online Multiplayer Game in Unity - Udemy url- [ude.my/UC-623ec7d8-91ac-4ec8-994c-82e0b1acbbf7](https://www.udemy.com/course/online-multiplayer-game-in-unity/)

Visual effects for Games in Unity - Udemy url- [ude.my/UC-4bd2cc72-ad62-4f22-b263-80633a66505c](https://www.udemy.com/course/visual-effects-for-games-in-unity/)

LANGUAGES

Malayalam	Written,Spoken
English	Written, Spoken

AREAS OF INTEREST

Game Development.

Web Development

Robotics.

Embedded Systems.

IOT

CAREER GOALS

In a quest for challenging opportunities to follow my passion and to secure a position at a company where I can continue to grow and improve myself both personally and professionally.