

AISWARYA CHANDRANKUTTY

Unity / Unreal Developer – Games, VR & Real-Time Simulation

Dubai, UAE | Open to Singapore Relocation

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PROFESSIONAL SUMMARY

Unity and Unreal Developer with **8+ years of experience in real-time interactive systems**, including **games, VR simulations, and AI-assisted applications**. Strong background in **C#, C++, Unity, Unreal Engine, and VR/AR**, with hands-on experience delivering mobile games, enterprise simulations, and immersive environments. Proven ability to work across domains while maintaining production-quality performance, optimization, and clean architecture.

TECHNICAL SKILLS

Engines & Languages: Unity, Unreal Engine, C#, C++, Blueprints

Simulation & XR: VR/AR, Real-time Simulation, Metaverse Environments

AI & Vision: AI Tools, OpenCV, Python

Web & Tools: WebGL, JavaScript, Git, Linux

3D & Assets: Blender, CC3/CC4

Cloud & DevOps: AWS (Basics), CI/CD Fundamentals

PROFESSIONAL EXPERIENCE

Game & Interactive Developer

Thea IT Solutions, Thrissur, India | Jun 2025 – Present - Developing Unity-based interactive games including **Zombie Attack**, card games, and memory games. - Implemented gameplay mechanics, UI flows, and performance optimizations for mobile platforms. - Worked closely with designers to refine player experience and game balance.

Real-Time Application Developer (Unity / Unreal)

Gritstone Technologies, Calicut, India | Jun 2024 – Jun 2025 - Developed **AI-assisted chatbots** and supervisor systems integrated into interactive applications. - Built Unity and Unreal prototypes combining real-time logic with backend AI workflows. - Collaborated with cross-functional teams on requirement analysis and deployment readiness.

Unreal Engine Developer (C++)

Stockeds Software Solutions, Kochi, India | Aug 2023 – May 2024 - Worked on **C++ Unreal Engine projects** for real-time visualization and client-specific applications. - Integrated OpenCV and Python pipelines for data-driven visual interactions. - Focused on performance, memory optimization, and modular code structure.

Interactive & Gamification Developer

Nextage Engineering, Bangalore, India | Jul 2020 – Jul 2023 - Designed and implemented **gamification modules** and small-scale indie games. - Developed interactive software components using Unity and supporting technologies. - Contributed to system configuration, testing, and deployment across multiple projects.

VR Simulation Developer

Dell Technologies, Chennai, India | May 2019 – Mar 2020 - Developed a **VR-based Aircraft Emergency Evacuation Simulation**. - Built immersive crash and evacuation scenarios to simulate real-world aircraft emergencies. - Worked on aircraft communication system concepts and real-time interaction design.

Junior Game Developer

Regional Technical Institute, Palakkad, India | Dec 2017 – Jul 2018 - Assisted in Unity-based game development and interactive technology projects. - Supported gameplay logic implementation and debugging.

Game Developer Intern

Fabulous Technologies, Palakkad, India | Apr 2015 – Nov 2017 - Gained hands-on experience in Unity game development. - Implemented basic gameplay systems, UI elements, and asset integration.

SELECTED PROJECTS

- **Aircraft Evacuation System (VR Simulation)** – Dell Technologies (2020)
 - **Zombie Attack Game & Casual Card Games** – Unity (2025)
 - **AI-Integrated Interactive Applications** – Unity / Unreal (2024)
 - **Wireless Electronic Notice Board (GSM)** – Academic Project
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EDUCATION

M.Tech – Electronics & Communication Engineering (Wireless Technology)

Cochin University of Science and Technology | 2018 – 2020

B.Tech – Electronics & Communication Engineering

Cochin University of Science and Technology | 2012 – 2015

CERTIFICATIONS

- Cloud Computing & DevOps – Intellipaat
 - Programming: C, C#, C++, Python
 - Embedded IoT & Cybersecurity
 - Game Development & WebGL Fundamentals
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LANGUAGES

English | Hindi | Malayalam | Tamil | Kannada