

# Akinchan Panna

## SENIOR UNITY DEVELOPER

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## PROFESSIONAL SUMMARY

I've been a unity developer for about 10 years now, mostly making and tweaking 2d and 3d games for phones. I'm pretty good with c#, coding up gameplay and making sure games run smoothly. I've pretty much taken projects all the way from the first idea to actually launching them, sorted out tricky tech problems, and gotten people really into what I build.

## TECHNICAL SKILLS

- Mobile game development using Unity C#.
- Proficient in building and publishing games for Android and iOS.
- Hands-on with Git for collaborative development.
- A pretty sharp mind for troubleshooting and fixing tough issues.
- Proficient in integrating Third-Party SDK like GameAnalytics, Firebase, GPGS Facebook etc.

## WORK EXPERIENCE

### Game Developer

Vault Productions Pvt. Ltd, Hyderabad, India

June 2023 – April 2025

- [Scavenger Hunt – Seek & Find](#) (October 2024 - April 2025) - Casual hidden object game
  - Recreated Scavenger Hunt – Seek & Find from scratch as a hidden object game prototype.
  - Implemented touch-based item detection, hint systems, and themed levels.
  - Replaced legacy Asset Bundle system with Unity Addressable for efficient asset management.
- Truco Paulista (June 2023 - July 2024) - a multiplayer card game.
  - Put together the main gameplay parts and get the real-time multiplayer going.
  - Developed real-time multiplayer feature using SocketIOUnity to enable WebSocket communication between Unity and Socket.IO server.
  - Handled all the testing and kept it running.

### Game Developer

BigCode Games Pvt. Ltd, Hyderabad, India

May 2020 – May 2023

- [Perfect Lie](#) (January 2022 – May 2023) – Narrative interactive fiction game.
  - Set up the gameplay where your choices actually change how the story plays out.
  - Created custom Timeline markers and animated UI for story flow.
  - Tucked in mini games, like trivia, to keep players hooked between story parts.
- [Farm Rescue](#) (May 2021 – Aug 2021) – Casual pin-based puzzle game.
  - Created a bunch of different pin and platform mechanics to make the puzzles fun and engaging.
  - Added multi-tasking rescue bits to really ramp up player involvement.
  - Added sound effects and particle systems to enhance visual feedback.
- [Unicorn Runner 2020 – Pony Run](#) (June 2020 – September 2020) – Endless runner.
  - Customized an endless runner template to create a vibrant, unicorn-themed game.
  - Integrated swipe controls, ways to collect things, and speed changes that happened on the fly.

- Hooked up GPGS and Facebook sdk.

### **Senior Unity Developer**

Octathorpe Web-Consultants Pvt. Ltd, Hyderabad, India

May 2019 – March 2020

- [Hit Wicket: Cricket Game](#)(May 2019 – March 2020) – Fantasy cricket strategy game.
  - Upgraded game simulation from 2D to 3D, making the whole experience better for players.
  - Explored and utilized Unity's Timeline tool to improve in-game cutscenes and how gameplay transitions happened.
  - Brought in spine 2d animations to make things look nicer and characters move smoother, which made the game feel way more polished and fun.
  - Tracked down and fixed bugs in older code, making the game run better and more reliably.

## **PREVIOUS EXPERIENCES**

### **Game Programmer**

Hungama Gameshastra Pvt. Ltd, Hyderabad, India

*August 2017 - May 2019*

### **Software Developer II**

Leisure Play Pvt. Ltd, Hyderabad, India

*September 2016 - August 2017*

### **Junior Game Developer**

Remarkable Software Services LLP, Hyderabad, India

*March 2015 - August 2016*

## **EDUCATION**

### **Post Graduation in Game Development**

ICAT Design & Media college, Hyderabad

*India, Graduated May 2014*

### **Bachelor's Degree in Computer Engineering**

Chhattisgarh Swami Vivekanand Technical University, Bhilai

*India, Graduated May 2013*

## **LANGUAGES**

- English
- Hindi

## **DECLARATION**

I hereby declare that the information given above is true to the best of my knowledge and belief.

**Date:** 01/10/2025

**Place:** Dublin, Ireland

**(Akinchan Panna)**