

Akinchan Panna

SENIOR UNITY DEVELOPER

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PROFESSIONAL SUMMARY

Unity Developer with 10 years of experience creating and optimizing 2D/3D games for mobile. Skilled in C#, gameplay programming, UI/UX design, and performance optimization. Proven ability to lead development cycles from concept to launch, solve technical challenges, and deliver engaging user experiences.

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.
- Strong analytical skills to troubleshoot and resolve complex 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.
 - Implementing core gameplay mechanics and integrating real-time multiplayer
 - Developed real-time multiplayer feature using SocketIOUnity to enable WebSocket communication between Unity and Socket.IO server.
 - Managed testing and maintenance.

Game Developer

BigCode Games Pvt. Ltd, Hyderabad, India

May 2020 – May 2023

- [Perfect Lie](#) (January 2022 – May 2023) – Narrative interactive fiction game.
 - Implemented choice-driven gameplay influencing story outcomes.
 - Created custom Timeline markers and animated UI for story flow.
 - Integrated mini games such as trivia to enhance engagement between story segments.
- [Farm Rescue](#) (May 2021 – Aug 2021) – Casual pin-based puzzle game.
 - Designed multiple pin and platform mechanics to create engaging puzzle flow.
 - Integrated multitasking rescue scenarios to boost engagement.
 - 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, collectible systems, and dynamic speed adjustments.

- Implemented 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 and enhancing user experience.
 - Explored and utilized Unity's Timeline tool to enhance in-game cutscenes, and gameplay transitions.
 - Integrated Spine 2D animations to enhance visual quality and character motion, resulting in a more polished and engaging player experience.
 - Debugged and optimized legacy codes to improve game performance and stability.

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: 30/09/2025

Place: Dublin, Ireland

(Akinchan Panna)