



Akinchan Panna

Residence permit: R3063977 | **Work permit:** Irish | **Date of birth:** 20/02/1992 |

Place of birth: Bhilai, India | **Nationality:** Indian | **Gender:** Male | **Phone number:**

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<https://akinchan.github.io/Portfolio/> | **LinkedIn:**

<https://www.linkedin.com/in/akinchan-panna-567906a1/> |

Address: A96K6CD, Dublin, Ireland (Home)

ABOUT ME

I'm a Unity Developer with 10 years under my belt, making awesome 2d and 3d projects for studios and clients. My thing is C#, gameplay systems, making things look and feel good, and making sure games run fast. I help game studios and even independent folks take their concepts and turn them into super polished, ready-to-play games. I'm good at handling the whole development process, no matter how big or small the project is.

WORK EXPERIENCE

SENIOR GAME DEVELOPER – VAULT PRODUCTION PVT. LTD – 01/06/2023 – 11/04/2025 – HYDERABAD, INDIA

- Implemented Unity Addressables for efficient asset management in Felicity, a game publishing client.
- Developed a real-time multiplayer card game for Winzo, a mobile gaming platform, using SocketIO and AWS.
- Translated client requirements into technical designs, coordinating cross-functional teams for seamless delivery.
- Led development of core gameplay systems, prototyping and refining mechanics to support iterative design.

SENIOR GAME DEVELOPER – BIGCODE GAMES PVT. LTD – 26/05/2020 – 26/05/2023 – HYDERABAD, INDIA

- Delivered projects for game publishers like Fungel and Supersonic Studios, each exceeding 10M+ downloads.
- Designed and implemented end-to-end gameplay systems, building rapid prototypes to validate mechanics and interactions.
- Integrated and optimized third-party SDKs, including ad networks, Firebase, and GameAnalytics, ensuring smooth performance and accurate data tracking.
- Managed the build pipeline for client projects, ensuring timely delivery of stable builds across Android platform.

SENIOR UNITY DEVELOPER – OCTATHORPE WEB CONSULTANTS PVT. LTD – 28/05/2019 – 06/03/2020 – HYDERABAD, INDIA

- Converted a fully functional 2D game project into 3D, redesigning core systems, camera handling, and gameplay flow to match the new dimension.
- Explored and utilized Unity 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.
- Conducted comprehensive testing, bug fixing, and resolution of ARNs errors to ensure build stability and performance across multiple devices.

GAME PROGRAMMER – HUNGAMA GAMESHAstra PVT. LTD – 07/08/2017 – 24/05/2019 – HYDERABAD, INDIA

- Develop and maintain gameplay systems, UI, and core architecture using Unity and C#.
- Optimize performance for mobile platforms, including memory and frame rate improvements.
- Participate in code reviews and contribute to maintaining coding standards and best practices.
- Support live products with updates, bug fixes, and feature enhancements.

UNITY DEVELOPER – LEISURE PLAY PVT. LTD – 31/08/2016 – 04/08/2017 – HYDERABAD, INDIA

- Worked in creating a desktop application of a poker game and Handle REST APIs to integrate gameplay.
- Translate game design documents into clean, functional and scalable code.
- Collaborate with cross-functional teams to deliver high-quality features on schedule.

JUNIOR GAME DEVELOPER – REMARKABLE SOFTWARE SERVICES LLP – 25/03/2015 – 23/08/2016 – HYDERABAD, INDIA

- Implemented UI systems, animations, and scene setups to ensure smooth user experience.
- Collaborated with designers and senior developers to translate design requirements into working features.
- Managed asset integration including prefabs, audio, and visual elements within Unity projects.
- Supported build creation, deployment, and documentation for internal testing and releases.

● **EDUCATION AND TRAINING**

05/08/2013 – 01/07/2014 Hyderabad, India
POST GRADUATE DIPLOMA ICAT Design & Media college

Website <https://www.icat.ac.in/> | **Field of study** Game Development | **Level in EQF** EQF level 7

10/08/2009 – 30/04/2013 Hyderabad, India
BACHELOR OF ENGINEERING Chhattisgarh Swami Vivekanand Technical University

Website <https://csvtu.ac.in/> | **Field of study** Computer Science | **Level in EQF** EQF level 6

● **SKILLS**

C# | Unity (digital game creation systems) | work as a team | digital game genres | video-games functionalities | understand spoken English | use object-oriented programming | Adobe Photoshop Basic | Version Control (Git) | version control (gitlab github SVN) | Visual Studio - Visual C# | OOPS Concepts | Team management: slack, trello

● **LANGUAGE SKILLS**

Mother tongue(s): **HINDI**
Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **HOBBIES AND INTERESTS**

Footballer

I enjoy playing football regularly as a way to stay active and clear my mind outside of work. The game keeps me energized and reinforces values like teamwork, communication, and quick decision-making, while also being something I genuinely look forward to in my free time.

Casual Gamer

I like to unwind by playing games in my free time, especially racing, survival, and action titles. It’s something I genuinely enjoy, and it also keeps me in touch with new gameplay ideas and player experiences, which naturally connects with my work in game development.