Aquwin Thomas Panjikaran
Game Developer

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SUMMARY

Dynamic game developer with 1 year of professional experience in C# and Unity game development, complemented by a Master's degree with a focus on advanced programming languages including C++, Java, Kotlin, and Python. Skilled in developing robust code for high-volume applications, with a strong foundation in algorithm design and optimization. Passionate about continuous learning and applying new technologies to develop innovative games and software solutions.

SKILLS

Unity, C#, C++, Unreal Engine, Java, Game Development, Game Design, Android Studio, Kotlin, HTML, CSS, Javascript

PROFESSIONAL EXPERIENCE

Fabzen Technologies
Unity Developer

Karnataka, India
May 2022 - Sep 2022

Fabzen Technologies is an IT service company that focuses on mobile gaming applications.
- As a Unity Developer, I contributed to the development of a real-money Ludo game, employing C# and the Unity Engine to craft engaging gameplay and intuitive UI design.
- My responsibilities included enhancing core gameplay features, focusing on the user interface design, and ensuring a seamless user experience.
- I also played a pivotal role in the game's ongoing maintenance, assisting with bug fixes and implementing monthly updates to maintain optimal performance and player satisfaction.

GGS Information Services India Pvt Ltd
Intern

Karnataka, India
Oct 2021 - Apr 2022

GGS offers engineering & technology consultation along with technical publication services.
- As a VR Developer at Hindustan Aeronautics Limited (HAL), I specialized in Virtual Maintenance Training, focusing on simulating helicopter maintenance procedures within a VR environment.
- My role involved leveraging the company's framework to create immersive and interactive VR simulations, aimed at enhancing the training process for maintenance personnel.
- This experience honed my collaboration skills, enabling me to work effectively with a diverse team to merge various ideas and expertise into a unified training solution.

Quantum Gully
Intern

Karnataka, India
Mar 2021 - May 2021

Quantum Gully provides an innovative approach to digital services and technologies.
- The team was tasked to create a music-streaming web application.
- Assisted in designing the front end of the web application using HTML, CSS, and javascript
- Programmed the functionality for the media player and the search engine.

EDUCATION

Master of Science in Computer Games
The University of Essex

Colchester, UK
Oct 2022 - Sep 2023

In my master's program, I took courses in game physics, game AI, and mobile application development. The university also encouraged participation in game jams.

Bachelor of Engineering in Computer Science
The Oxford College of Engineering

Karnataka, India
2017 - 2021

My bachelor's laid the foundational knowledge in programming and development.