

# Aquwin Thomas Panjikaran

## Game Developer

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📍 Colchester, UK

📄 <https://aquwin11.github.io>

## SUMMARY

Innovative game developer with 1 year of experience in designing and developing games for various platforms. Proficient in developing gameplay mechanics, UI, and game systems using C# and Unity game engine. Skilled in collaborating with cross-functional teams and experienced in project management.

## SKILLS

Unity, C#, C++, Java, Android Studio, Kotlin, Game Development, JBox2D, HTML, CSS, Javascript

## PROFESSIONAL EXPERIENCE

### Fabzen Technologies

#### Unity Developer

Fabzen Technologies is an IT service company that focuses on mobile gaming applications

- Developed a real money Ludo game using C# and Unity Engine.
- Predominately work on the game UI design and gameplay features.
- Assisted in bug fixes and monthly updates for the game.

Karnataka, India

May 2022 - Sep 2022

### GGG Information Services India Pvt Ltd

#### Intern

GGG offers engineering & technology consultation along with technical publication services.

- Worked for HAL(Hindustan Aeronautics Limited) as a VR developer.
- The work mainly focused on simulating the maintenance of helicopters.

Karnataka, India

Oct 2021 - Apr 2022

### Quantum Gully

#### Intern

Quantum Gully provides a 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.

Karnataka, India

Mar 2021 - May 2021

## EDUCATION

### Master of Science in Computer Games

#### The University of Essex

Colchester, UK

Oct 2022 - Sep 2023

### Bachelor of Engineering in Computer Science

#### The Oxford College of Engineering

Karnataka, India

2017 - 2022