

# Aquwin Thomas Panjikaran

## Game Developer

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📍 London, UK

📁 Portfolio

## 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, Game Development, Game Design, JBox2D, Android Studio, Kotlin, HTML, CSS, Javascript

## PROFESSIONAL EXPERIENCE

### Fabzen Technologies

#### Unity Developer

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.

Karnataka, India

May 2022 - Sep 2022

### GGs Information Services India Pvt Ltd

#### Intern

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.

Karnataka, India

Oct 2021 - Apr 2022

### Quantum Gully

#### Intern

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.

Karnataka, India

Mar 2021 - May 2021

## EDUCATION

### Master of Science in Computer Games

#### The University of Essex

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.

Colchester, UK

Oct 2022 - Sep 2023

### Bachelor of Engineering in Computer Science

#### The Oxford College of Engineering

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

Karnataka, India

2017 - 2021