

# Aquwin Thomas Panjikaran

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## Links : LinkedIn

<https://www.linkedin.com/in/aquwin-thomas-53436020a/>

## Links : Git

<https://github.com/Aquwin11>

## Technical Knowledge

- Front-end development
- 2D and 3D platformer  
(Game development)
- Mobile games  
(Game development)

## Tools Knowledge

- Unity
- Android Studio
- Git
- JBox2D

## Personal Information

- **DOB :** 11/01/1999
- **Languages Know :**  
English, Hindi
- **Hobbies:**  
Playing basketball and  
game design

## Skills

- Communication skills
- People skills
- Critical Thinking
- Problem-solving abilities
- Photo and image editing
- Program management

## Objective

Innovative game developer with knowledge in C#, and 1 year of experience 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.

## Employment

### Quantum Gully (Internship)

- The team was tasked to create a music streaming web application without using a stylesheet framework.
- Assisted in designing the front-end of the web application, programmed the functionality for the media player and the search engine.

### GGG Information Services India Pvt Ltd (Internship)

- The project at HAL(Hindustan Aeronautics Limited) as a VR developer focused on Virtual Maintenance Training.
- The work mainly focused on simulating the maintenance of helicopters in VR.

### Fabzen Technologies (Full-Time)

- Worked as a unity developer where the role focussed on creating a real money Ludo game.
- Assisted in bug fixes and monthly updates for the game.

## Education and Projects Undertaken

### Projects Undertaken

- Successfully built a simple endless runner. (Unity)
- Built a 2D game with mobile controls. (Unity)
- Horror FPS game. (Unity)
- Build a 6X6 Tic-Tac-Toe Game. (Android Studio)
- Currently creating a 2D platformer with IK. (JBox2D)
- Currently creating a game with procedural animation and procedural generation. (Unity)

### Educational Projects

- A covid-19 application that provides the user with self-analysis, bed availability, visualization, and vaccine details. (Javascript)
- Resort Management web application. (javascript)

## Education

- Master of Science (Computer Games), The University of Essex, Present
- Bachelor of Engineering (Computer Science), The Oxford College of Engineering(CGPA:7.21), 2017-2021
- Pre University (PCME), Christ PU College, 2015-2017
- School (State Board), Christ School, Bangalore, 2015

## Extra-Curricular Activities

- Took part in the Global Game Jam 2023.
- Part of the coordinating team that organized the technical fest for The Oxford College of Engineering.
- Was Part of the event management team for the 11th Global Intellectual Property Convention (GIPC).