Aquwin Thomas Panjikaran
Game Developer

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SUMMARY

Innovative game developer with 1 year of experience in designing and developing games for various platforms. Proficient in developinggameplay 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, Unreal Engine, Game Development, JBox2D, 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
- Developed a 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.

GGS Information Services India Pvt Ltd
Intern
Karnataka, India
Oct 2021 - Apr 2022

GGS 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.

Quantum Gully
Intern
Karnataka, India
Mar 2021 - May 2021

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.

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