ASWIN VENKATARAMAN

UNITY DEVELOPER
8+ Years Of Experience

Game Development | AR | VR | HMI | Digital Twin

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ABOUT ME

I am a Dynamic software professional with over 8 years of experience in developing innovative software solutions, specializing in Game/AR/VR/HMI Development. Consistently delivers high-quality projects, driven by a passion for technology that pushes creative boundaries.

WORK EXPERIENCE

L&T TECHNOLOGY SERVICES   *(October 2023 - July 2025)*

Technology Lead

- Worked on various HMI related projects including creating fully functional vehicle infotainment system from scratch for production vehicles for a popular automotive company.
- Created a cutting-edge Digital Twin VR Cockpit concept and showcased it at CES 2024/2025.
- Delivered high-quality HMI solutions for automotive industry applications
- Handled Communication between automobile system using MQTT and Ethernet Communications in Unity.
- Created a VNC Streaming service in Unity to stream live cockpit details into the twin.
- Supervised and mentored a team of around 10 unity developers to create customized solutions for various clients.

CREATIVE MONKEY GAMES & TECHNOLOGIES PRIVATE LIMITED   *(July 2021 - October 2023)*

Unity Developer

- Developed core logic for real-time multiplayer cricket game, scaling from prototype to seamless product with rapidly growing player base
- Implemented robust game features including re-connection systems, leaderboards, achievements, shop system and much more.
- Implemented batting logic such as bat-ball connection, batting animations, taunts, timing meter.
- Implemented bowling logic such as custom ball path curves, bowling animations, timing meter.
- Implemented fielding logic such as fielding management, fielding animations and reaction and runs scoring system.
- Developed custom multiplayer mode using Node.JS and Photon networking
- Created AR product configuration app enabling players to project shop characters, change skins, and view them through camera in real-time

DIGIENT TECHNOLOGIES PRIVATE LIMITED   *(November 2019 - July 2021)*
Unity Developer

- Built mobile gaming platform (Skill Premier League - SPL) involving native coding integration between Android, iOS, and Unity
- Implemented tournament and real-time battle modes using Best HTTP/2 and asset bundles
- Developed and integrated multiple games including LUDO, Dare2Jump, FuzzyBirds, 9Ball, FireBall, and Sequence
- Converted existing games (PoolGame and Darts) into Augmented Reality (AR) experiences
- Created a iGaming system that uses leaderboards to distribute real cash rewards.

IGOLD TECHNOLOGIES PRIVATE LIMITED   *(November 2016 - November 2019)*
Unity Developer

- Developed multiple games in collaboration with designers, consistently delivering expected outputs.
- StreetChaser (Android/iOS) - Contributed to game with 100+ Million Downloads:
- Implemented core gameplay with advanced pathfinding algorithms
- Optimized game performance for low-end devices while maintaining 60 fps
- Developed new gameplay features and updated game UI
- Monitored game crashes, produced fixes, and resolved customer issues
- Worked on unreleased AR game similar to Pokemon-Go with GPS-based gameplay, point
- accumulation, and leaderboard competition
- Contributed to additional projects: Tapped Geo (Android) and Rope Rider (iOS)

EDUCATION

BACHELOR OF ENGINEERING (B.E.) IN COMPUTER SCIENCE   *(2012 - 2016)*
Dhanalakshmi College of Engineering

KEY ACHIEVEMENTS

- Showcased innovative Digital Twin VR Cockpit concept at **CES** 2024/2025
- Contributed to StreetChaser game achieving **100+ Million** downloads.
- Successfully scaled multiplayer cricket game from prototype to production with growing user base.
- Expertise in creating AR experiences and converting traditional games to AR platforms
- Proven track record of optimizing game performance across diverse device specifications.