

Abin Gigo Joseph

Computer Science major with a passion for software development currently studying at the **National Institute of Technology, Calicut, India**, seeking to hone his coding and problem-solving skills by getting hands-on experience in a challenging and goal-oriented work environment.



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EDUCATION

Bachelors of Technology, Computer Science NIT Calicut

08/2019 - Present

8.3

JEE Mains

Indian Entrance Exam for Engineering

03/2019

98.2%

SAT Subject Tests

Obtained a full score

12/2018

2400/2400

WORK EXPERIENCE

Junior Game Developer Intern

TuttiFrutti Interactive

05/2022 - 07/2022

A startup company based on Kochi, Kerala; majorly developing video games.

Achievements/Tasks

- Worked on a demo for an upcoming role playing game "Sophia's Adventure" in the Unreal Game Engine.

Software Engineering Intern

TATA Consultancy Services

06/2021 - 09/2021

Achievements/Tasks

- Worked on a COVID awareness VR app for differently-abled children.
- Also worked on an accelerometer-based balancing game (to be used in conjunction with an M-Pad), also for specially-abled children in the Unity game engine.

Treasurer

Enquire Quiz Club, NIT Calicut

06/2020 - Present

The official Quizzing, Tech and Trivia club of NIT Calicut.

Achievements/Tasks

- Have experience working in a team and in positions of leadership.
- Worked as the technical backbone of the club by managing the discord server and making a bot for the same.

SKILLS

Fast learner

Team Player

Unity Game Dev

Efficiently utilizes resources at disposal

Very good analytical skills

Unreal Engine

PROJECTS

Color Run

- A small arcade game made using the Unity game engine. This was my first project where I learned most of the physics involved in Unity.

QuizzerBot

- Using discord.js, I created a discord bot that hosts and evaluates quizzes as a small side project for the use of the Enquire Quiz Club, NIT Calicut.

Pokemon Zero

- A fan made Pokémon game currently under development using the Unity game engine.
- This is a more advanced game that involves heavy usage of coroutines and animations. Art and music were taken from a previous project "Pokémon Essentials".

swimiNIT

- Swimming pool management app made for the use of the NITC swimming pool as a part of software engineering laboratory.
- App was made using Flutter in Android Studio
- The app was made to track visits and payment details of swimmers.

CITIZENSHIP DETAILS

US citizen currently studying in India.

INTERESTS

Coding

Video Games

Anime

Puzzle Solving

Badminton