

Jewel John *Unity Developer*

✉ jeweljohn.dev@gmail.com ☎ +91 9947807480 📍 Mathukkoth, Kannur, Kerala (670594)

🔗 Jewel John 🌐 jeweljohn 📄 jeweljohn

PROFESSIONAL SUMMARY

Unity developer specialized in **gameplay systems engineering** and **cross-platform** game development. Expert in Unity **URP/HDRP** for mobile, web and desktop platforms with serious **C# programming** skills. Proven ability to architect **scalable game systems**, implement **complex 3D mechanics**, and **optimize game performance**.

EDUCATION

B. Tech Computer Science & Engineering

Vimal Jyothi Engineering College ✉

Graduated with **8.03** GPA

2020 – 2024

Chemperi, India

12th Grade

St. Michaels Anglo Indian Boys Higher Secondary School ✉

Graduated with **85%** score

2018 – 2020

Kannur, India

WORK EXPERIENCE

Junior Unity Developer

HiFX IT & Media Services Pvt. Ltd. ✉

01/2025 – Present

Kochi, Kerala

- **Unity URP (Android & Web Builds), Blender, CC4, Photoshop, Figma, Inkscape, Eleven Labs, etc.**
- Collaborated with an **amazing team** of **5 artists** and **5 developers**.
- Developed multiple games and game mechanics along with integrating **3D/2D art** (Graphics Software to Unity) and responsive UI using **UGUI**.
- Implemented **industry standard game architecture**.
- Employed **scriptable object-based event architecture**.
- Applied **unity localization**.
- Developed cinematic sequences using **unity timeline**.

Game Development Intern

OQULIX Pvt. Ltd. ✉

06/2024 – 09/2024

Kochi, Kerala

- Building unity for **Android**.
- **User interface (UGUI)**.
- **2D game development**.
- Understood different ways to **test** the integrity of a video game.
- Worked on a mobile game for kids which focuses on **child development**.

PROJECTS

Talmid

01/2025 – Present

A high fidelity android adventure/educational game.

- **Unity URP (Android)**, GameObject based development, with android native LCMS and addressable groups.
- **Integrated 10+ 3D character** assets (Animations, Eye/Head tracking, lip sync, AI agent, etc).
- Built **gameplay systems** employing **events and scriptable objects**.
- Completed **level scene setups** with different script references.
- Created cutscenes **timelines** with **character animations**, dialogues and **visual effects**.
- Added game Hindi and English **localization**.

Mass Mayhem

07/2025 – Present

A hyper-causal android game for custom platform integration.

- Wrote **player, enemy, castle, obstacle, traps controllers** along with a easy to use **level manager and game manager**.

- Done complete character setup using **mixamo animations**.
- Setup game UI from **figma** design. Along with **dynamic in-game UI elements** using **UGUI**.
- Improved game feel using **custom animations** and added **visual effects** using **unity particle system**.
- Programmed an **auto-play feature** for platform integration.
- **Optimized performance** and achieved 60+ fps on mid-range android device

RAMsys

05/2025 – 09/2025

A unity web 3D map viewport for angular web app integration.

- Built the **unity web** viewport from ground up.
- Implemented orbit camera using **cinemachine** with **touch compatibility** and pinch to zoom.
- Built a **map controller** to detect **3D model raycast** and material swap for highlight.
- Setup user interface for current **showing map information** received from **angular application** using **UGUI**.

Burny Rush

06/2023 – 05/2024

A high-fidelity Desktop racing game with dynamic difficulty.

- Achieved **high-fidelity graphics** using **Unity HDRP**.
- Implemented a high-end arcade/realistic vehicle physics.
- Tinkered the core of unity **wheel collider physics** to achieve what I desired.
- Built a high quality dynamic **mini map** using **UGUI**.
- Employed **FMOD** for **adaptive vehicle engine sounds**.
- Developed an **AI dynamic difficulty system** using **ML agents**.

Stratosphere

08/2022 – 06/2023

A third-person desktop demo game with AI speech NPCs

- Built complex **third-person controller** using **root-motion** animator.
- **Rigged** and **animated** characters using **mixamo** and **blender**.
- Implemented a vehicle **entry and exit mechanism** similar to that of high-end games.
- Implemented high quality **menu** and **in-game UI** using **UGUI**.
- Wrote a **simple vehicle controller**.
- Implemented **socket based python bridge** for **AI NPC chats**.

TECHNICAL SKILLS

- Programming Game Systems (C#, Mono, OOP)
- URP/HDRP, Mobile/Web/Desktop (Unity)
- New Input System, Cinemachine, Animation State Machine (Unity)
- ScriptableObjects, Addressables, Timeline, Localization (Unity)
- User Interfaces (UGUI, UI Toolkit)
- Graphics Software (Blender, CC4, Daz3D, Mixamo, Krita, Inkscape, Photoshop, Figma, etc.)
- Shader Graph, Particle Systems (Unity)
- Audio Software (FMOD, Audacity)
- Version Control (Git, Github, Bitbucket)
- Web Graphics (Three.js, GLSL)
- Web Development (HTML, CSS, Javascript)

INTERESTS

Patrolhead, Badminton, Motorcycling, Digital Artist, Indie Game Development, Indie Web Development