

# HARIHARASUDHAN GUNASEKARAN

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## Skills:

- o Proficient: C#, Unity 3D engine
- o Gameplay programming, Environment & Level Design, Lighting, Avatar, Animation, Physics, UI/UX, Zenject
- o SME: Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR)
- o Devices: Meta Quest, Microsoft Hololens, HTC Vive, Pico
- o SDK's: Oculus Integration SDK (Interaction, Hand tracking, Meta Avatar, Passthrough, Space Sense)
- o SDK's: Mixed Reality Toolkit (MRTK 2.x and 3.0), Unity XR Interaction Toolkit, ARCore, SteamVR, VRTK, Photon
- o Microsoft: Azure Cloud, Power Platform, SharePoint Framework (SPFx), Office365
- o Design: Blender, Figma
- o HandsOn: Unreal, Java, Javascript, SprintBoot, ReactJS, Android, RestApi, MaterialUI, ThreeJS, D3, HTML, CSS, Git

**Certifications:** Microsoft Certified Azure Fundamentals (AZ900)

## WORK EXPERIENCE

### Avanade

*XR Developer - Senior Analyst*

**Mar. 2022 – Present**

*Cologne, Germany*

- Part of the team which developed a solution for the digital empowerment of a client in cloud migration creating a 3D immersive learning campus
- Designed and developed a AR/MR guidance/training system in enhancing the factories of an automobile client by integrating Microsoft cloud technologies and Hololens
- Designed various XR POCs & organized several VR events (Meta Quest & Microsoft Hololens) promoting & providing firsthand experience of Metaverse to executives & clients

### LivingSolids GmbH

*Unity VR Developer*

**Aug.2020 – Feb. 2022**

*Magdeburg, Germany*

- Built and delivered a VR multi-user application using Unity 3D to create digital twin of cities automatically from Geodata requested by Lord Mayor's offices for Urban energy planning
- Initiated and implemented a generalized solution by harvesting the code for digital twin planning applications
- The designed solution was key to secure two projects with top automobile & home appliances manufacturers
- Optimized performance in VR by integrating occlusion for rendering & migrating assets to Azure cloud

### Tata Consultancy Services

*Full stack developer*

**Sep.2014 – Aug.2017**

*Chennai, India*

- Migrated legacy mainframe used for premium processing to cloud using agile methodology
- Automated premium entry reducing avg. time for that task by 25% - Received "Technical Excellence" award

## EDUCATION

### Otto von Guericke Universität (OVGU),

*Master's in digital engineering (Specialization - Virtual Reality in Medicine)*

**Sep.2018 – Sep.2020**

*Magdeburg, Germany*

- Grade "Excellent" (CGPA 1.3) with thesis topic on "VR exploration of aneurysm data with interactive CBR"
- Organized Indian events in various summer and cultural fests and part of MC in Magdeburg Indian e.V.

### Virtual & Augmented Reality Group, OVGU

*Research assistant - Unity VR Developer*

**Jan.2019 – Sep.2020**

*Magdeburg, Germany*

- Designed concept and developed prototype for a multi-user VR remote surgery planning application using Unity 3D with extensive research and evaluation from neurosurgeons