

# Mahesh M

Arattupuzha, Thrissur, Kerala | +91 9207480765 | mahesh.m.chandran@gmail.com  
github.com/Magilji | linkedin.com/in/mahesh-m

## Objective

---

Aspiring Computer Science professional passionate about UI/UX design, seeking to create intuitive, visually appealing interfaces and enhance user experience through innovative, user-centric solutions in a collaborative environment.

## Education

---

**APJ Abdul Kalam Technological University** – Bachelor of Technology in Computer Science  
*Sahrdya College of Engineering and Technology* **2021 – 2025**  
CGPA: 7.21/10  
**National Higher Secondary School, Irinjalakuda** – Computer Science **2020 – 2021**  
Score: 93%

## Experience

---

**Cygnus IT Solutions** – App Developer **March 2024 – Ongoing**

- Designed and developed innovative mobile apps, handling the full app development lifecycle from concept to deployment.
- Collaborated with developers, designers, and project managers to create user-friendly, scalable apps.
- Enhanced the company's reputation by delivering high-quality tech solutions.

## Skills

---

**Technical Skills:** UI/UX Design, App Development, Augmented Reality (AR) Development, Flutter, FlutterFlow, Unity3D, Firebase, 3D Modeling, Real-Time Database Integration, AR Scene Design

**Tools:** Unity 3D, Blender, Firebase, Adobe XD, Visual Studio Code, Figma

**Interpersonal Skills:** Positive Attitude, Teamwork, Empathy

## Languages

---

**English:** Intermediate **Hindi:** Basic **Malayalam:** Fluent

## Hobbies and Interests

---

- Local meetups
- Interacting with others
- Technology and app development
- Reading about emerging tech trends

## Projects

---

**Name :** *ReviveLab – Unity3D, Blender*

- **What I Did:** Designed the scenes of an interactive AR game where users can learn to assemble a personal computer in an immersive augmented reality environment.
- **How I Did It:** Designed various PC assembly scenes by importing 3D models of computer components, arranging them in a virtual environment, and implementing interactivity using Unity3D.
- **Technologies Used:** Unity3D for AR development and interaction, and 3D models of PC components for a realistic assembly experience.
- **What I Learned:** Enhanced skills in AR game design, 3D model integration, scene optimization, and creating educational tools in an interactive and engaging format.
- **GitHub Repository:** [github.com/Magilji/revive-Lab](https://github.com/Magilji/revive-Lab)

**Name :** *Lead Central – Flutter, Firebase*

- **What I Did:** Designed the app UI using Figma for a lead management app that helps users upload property details, including images, location, and data, for contractors to access and initiate construction-related procedures.
- **How I Did It:** Created an intuitive UI/UX in Figma, focusing on user-friendly navigation and efficient data input. The UI was then implemented in Flutter with widgets for capturing site images and automatic location detection. Integrated Firebase for real-time data storage and retrieval.
- **Technologies Used:** Figma for UI/UX design, Flutter for frontend development, Firebase for backend integration, and device location APIs for geotagging property details.
- **What I Learned:** Enhanced skills in UI/UX design with Figma, translating designs into Flutter components, leveraging device features like camera and location, and integrating Firebase for real-time database operations.
- **GitHub Repository:** [github.com/Magilji/lead-central](https://github.com/Magilji/lead-central)

**Name :** *Cost Cater – FlutterFlow, Firebase*

- **What I Did:** Developed an app for catering agencies to streamline order management, including menu generation with user details, event specifics, payment information, and terms and conditions.
- **How I Did It:** Designed an intuitive order-taking UI using FlutterFlow and implemented backend logic in Firebase for payment management and automatic PDF generation of the menu and order details.
- **Technologies Used:** FlutterFlow for frontend development, Firebase for backend operations, and flutter libraries for PDF generation.
- **What I Learned:** Gained experience in building customer-centric UI, integrating backend services for financial management, and automating document generation processes in an application.