

Mahesh M

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github.com/Magilji | linkedin.com/in/mahesh-m | My Portfolio Website

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

Sahridaya College of Engineering and Technology

CGPA: 7.21/10

2021 – 2025

National Higher Secondary School, Irinjalakuda – Computer Science

Score: 93%

2020 – 2021

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

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

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.