SAGAR TAMBRAHALLI

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Skills

- C# , C , C++ , Python , Java , JavaScript , TypeScript , R Programming , MATLAB , MySQL, SQLite , MongoDB
- React.js , Node.js , Next.js, TailwindCSS, .NET , Django, Unity 3D , OpenGL, , WordPress , Figma , Blender
- Software Development , AR/VR Development , Frontend, Backend, Full-Stack, Unity Development | English - Professional proficiency

Professional Experience

Unity Developer, Master Thesis — Volvo Cars — Gothenburg, Sweden — 01/2023 - 10/2023

- Designed and developed a robust 3D visualization tool for Customer interaction analysis using C#, Unity3D, Microsoft Hololens 2; which is now used to understand customer behavior and identify areas of interests of current/future cars
- Developed a highly accurate data capture simulation which increased the accuracy by 70%, thereby providing an extensive dataset for further optimized visualization and research.
- Worked with the Perceived Quality department and collaborated closely with professionals for requirements gathering and implementation.
- **Reference:** Ola Wagersten (Technical Specialist Perceived Quality) | T +46(0)72-9774658 | ola.wagersten@volvocars.com
- *Technologies: Unity 3D, C#, Microsoft Hololens 2, Blender, MRTK, OpenXR, 3D Modelling and Microsoft Azure Services.*

Full Stack Developer, Co-Founder — Pacific Web Developers — Bangalore, India — 09/2020 - 12/2020

- Co-Founded and established a startup focused on professional website development for small to medium sized industries present in India and UAE using WordPress.
- Orchestrated the development of the websites and execution of market research, effectively yielding a monthly revenue of $500.
- Demonstrated effective communication skills by maintaining regular contact with clients, ensuring their requirements were understood and met throughout the development process.
- *Technologies: WordPress, CSS, SEO Optimization and Social Media Marketing.*

Project Engineer — Wipro Technologies — Bangalore, India — 06/2019 - 06/2020

- Acquired professional training in C#, .NET and MVC architecture, honing expertise in these technologies and methodologies.
- Demonstrated proficiency in utilizing .NET to create scalable and efficient web applications, employing best practices and optimizing performance for optimal user experience.
- Excelled as an Incident Manager, serving as a vital liaison between clients and service team, effectively monitoring, communicating and resolving priority incidents to ensure optimal application functionality using ServiceNow.
- *Technologies: C#, .NET, ASP.NET MVC, Customer Relationship Management(CRM) and ServiceNow.*

Full Stack Developer, Intern — Steedserv Technologies — Bangalore, India — 07/2018 - 09/2018

- Designed and developed a scalable web application featuring modules for event registration, participant search and event data visualization using Python, Django Framework, SQLite and latest libraries.
- Demonstrated problem-solving skill and attention to detail by delivering a reliable and UX enhanced web application for managing marathon events.
- *Technologies: Python, Django Framework, SQLite, Bootstrap CSS, REST APIs and Matplotlib.*

Education

Master of Science in Computer Science — Uppsala University — Uppsala, Sweden — 08/2021 - 11/2023

- Specialization in Full-stack development, XR technology, Artificial Intelligence, Machine learning, Image Analysis, Human-Computer Interaction, Software Engineering and Data Engineering.

Bachelor of Engineering in Computer Science — NITTE Meenakshi Institute of Technology — Bangalore, India — 06/2015 - 06/2019

- Specialization in Object oriented programming(OOPs), Data Structures, Design and Analysis of Algorithms, Software Engineering, Data Engineering, Computer Graphics, Computer Networks and Linux Programming.

Projects

- **AINSIDER:** Web application to market new AI tools and stay updated with the latest AI trends **(NextJS, React, TypeScript) (01/2024)**
- **BAR MANAGEMENT APPLICATION:** Designed and developed a bar management application **(JavaScript, CSS, HTML) (02/2022)**
- **FLYING DUTCHMAN:** Creator of a 2D mobile platformer game similar to Jetpack Joyride **(Unity 2D, C#, Photoshop) (04/2022)**
- **REAL-ESTATE TOUR (VR):** Designed and developed a VR tour for Oculus Rift **(Unity 3D, C#, Blender, SketchUp) (04/2022)**
- **LIVESCORE:** Designed and prototyped a score-keeping application **(Figma, UX Research, Prototyping, Wireframing) (07/2022)**