

# SANGEETHKUMAR M

## SOFTWARE ENGINEER

### CONTACT

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### TOOLS

- Unity, Blender  
Version Control: Git, Unity Collaborate  
Software: Angular, TypeScript, C#.

### EDUCATION

#### Dr. N.G.P. Arts and Science College

Bachelor of Science in Information Technology (B.Sc. IT)

2019-2022

Coimbatore, Tamil Nadu

#### Kumaraguru College of Technology

Master of Computer Applications (MCA)

2023-2025

Coimbatore, Tamil Nadu

### LANGUAGES

- English  
Tamil

### PROJECTS VIEW

- <https://profile-seven-liard.vercel.app/>

### EXECUTIVE SUMMARY

Motivated and aspiring Software Engineer with a strong foundation in web technologies, including HTML, CSS, Bootstrap, TypeScript, and Angular. Passionate about 3D modeling and VR app development, with experience in building responsive web applications through academic and personal projects. Equipped with excellent problem-solving skills and a proactive learning attitude, eager to tackle real-world challenges. Seeking an opportunity to contribute to innovative projects and grow as a professional in a dynamic and collaborative environment.

### SKILL

- Programming:** Unity (C#), Data Structures & Algorithms, Object-Oriented Design (OOD), UI Development.
- Tools & Engines:** Unity, Blender, Git, Version Control Systems (VCS).
- 3D Design Knowledge:** Modeling, Texturing, Lighting, Maps.
- Soft Skills:** Team Collaboration, Communication, Problem Solving, Time Management.

### WORK EXPERIENCE

#### XR Developer

- ObjectX Innovatech Pvt. Ltd** – Bangalore | Mar 2025 – Present
- Working on immersive VR projects including a Virtual Chemistry Lab and CRP Simulation to enhance interactive learning experiences. Contribute to environment design, animation logic, and integration of voice-guided workflows in Unity.

#### Front-End Developer

- SBNA Software Solutions Pvt. Ltd** – Coimbatore | Jan 2022 – Aug 2022
- Built and optimized UI for a Smart Hostel Management System using Angular. Improved user experience with responsive designs and feature enhancements as part of a 4-member team.

### PROJECTS

#### Cuba Game (Unity, C#)

- Designed and developed a 3D cube navigation game with interactive mechanics, integrating Unity's physics engine to ensure smooth gameplay.

#### Virtual Reality Shopping (Unity, C#)

- Created a VR-based shopping application, simulating real-world interactions with immersive features.

#### IQAS Dashboard (Angular)

- Built an analytics dashboard for interactive data visualization, enhancing the user experience with dynamic charts and responsive design.

#### VR Escape Room (Unity, C#)

- Developed an immersive VR escape room experience tailored to user-selected mental states such as stress, anxiety, and loneliness, incorporating adaptive gameplay and guided emotional well-being.

### ACHIEVEMENT

- Web Spark Hackathon: Secured 2nd place for a project in the education domain, highlighting problem-solving and technical creativity.