# Sudarshan.S

Senior 3D Game|XR Engineer|Lead

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## PROFILE

3D Software Developer having Eleven years of full life cycle development  experience including planning and assessment, requirements gathering, features design & functionality development, coding, testing, QA, implementation, product & infrastructure enhancements and maintenance. An expert in object-oriented design and analysis with a history of building unique, original products & solutions through intuitive problem-solving and creativity. Experienced in developing desktop, web, mobile, kinect, Jio Glass, Jio Stb and oculusVR applications.

## EXPERIENCE

**Byjus,** Bengaluru — *Technical Lead*

4 JUNE 2022 - Present.

**Embibe,** Bengaluru — Senior *Unity 3D Developer*

11 MARCH 2020 -28 MAY 2022 (28/05/2022).

**Nanlogical Consultancy Services,** Chennai — *Senior Software Engineer*

JULY 2016 - MARCH 2020

**Spatika Digital Solutions,** Chennai — *Software Engineer*

MARCH 2012 - JULY 2016

## EDUCATION

**Icat Design and Media College,** Chennai — *PGDM Game Development*

APRIL 2011 - APRIL 2012

**Vel Tech Engineering College,** Chennai — *BE Computer Science*

SEPTEMBER 2006 - MAY 2010

## SKILLS

**Languages:** C#,C++,Javascript and Python.

**Frameworks:** Unity3D,Unreal Engine 4, Ogre3D, OpenCV, Kinect, ReactNative and Flask.

**Concepts:**OOA/OOD, DOD, Concurrency , AI, Agile  and Networking.

**Softwares:**Ms Tools, Xcode, Git, Jira and Atlassian Tools.

## AWARDS

**Tech Enthusiast:** My work on Jio Glass and Jio Stb won me this award at Embibe.

**Clients Hero:** Clients chose me for my contribution at Nanlogical.

**Top Newbie:** Came Top as a fresher at Spatika.

**Best Project:** The JigSaw puzzle game that I created at Icat  won me this.

## LANGUAGES

English and Tamil

## PROJECTS

**Disney Byju's Early Learning - Multi Platform** - *BYJUS* - JUNE2022 - PRESENT

Virtual Learning for Pre-k To Grade 3.

**Virtual Lab Experiments - Multi Platform** - *Embibe* - MARCH 2021 - MAY 2022

Laboratory Simulation for School and College Students using Unity3d.

**Coboo Editor & Player - Multi Platform** - *Embibe* - MARCH 2020 - FEBUARY 2021

Simulation Editor and Player built using Unity3d.

**Military Training - Desktop/VR** - *Ncs* - JULY 2016 - MARCH 2020

Mission Planner and Execution Training system for pilots, drivers and operators built using Unity3d.

**VersaCell Simulation - Multi Platform** — *Siemens* - JANUARY 2016 - JULY 2016

Virtual Training For VersaCell System built using Unity3d.

**Procleix Tigris Simulation - Multi Platform** — *Grifols* - JULY 2015 - DECEMBER 2015

Virtual Training For Procleix Tigris System built using Unreal Engine 4.

**Mobile Adjustor - Multi Platform** — *Cognizant* - FEBRUARY 2015 - JULY 2015

Built for Automobile Insurance Training built using Unity3d Engine.

**Surfboard Customization - Multi Platform** — *Bumo3dr* - SEPTEMBER 2014 - JANUARY 2015

Built to use Kinect to customize surfboards using Ogre3d Engine.

**HCS Laboratory Inspection - Multi Platform** — *Siemens* - MAY 2014 - SEPTEMBER 2014

Readings Taker and report generation tool for all Siemens laboratory automation .

**Laboratory Automation - Multi Platform** — *OrthoClinical Diagnostics* - NOVEMBER 2013 - APRIL 2014

3D Virtual Lab Builder Tool developed on Unreal Engine 4.

**Networked Car Assembly - Ipad** — *Bumo3dr* - JULY 2013 - OCTOBER 2013

Automobile Teaching Platform developed on Unity3D Engine.

**Networked Car Assembly - Desktop** — *Bumo3dr* - JANUARY 2013 - JUNE 2013

Automobile Teaching Platform developed on Ogre3D Engine.

**Panther Simulation - Desktop** — *Grifols* - JUNE 2012 - DECEMBER 2012

Training Simulation developed on Ogre3D Engine.