

Adarsh Manoj

Ilmenau, Germany

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Profile

Analytical M.Sc. graduate in Media Technology with experience in structured data analysis, SQL querying, and Python-based data processing. Skilled in evaluating system performance, organizing datasets, and deriving actionable insights from complex information. Currently expanding knowledge in Excel and Power BI to support business-oriented reporting and process optimization. Seeking an entry-level Business Analyst or Data-focused role.

Technical Skills

Data Analysis & Reporting: Excel (pivot tables, formulas), Power BI (dashboard basics), Power Query (data transformation basics), data visualization

Database & Querying: SQL (data extraction, joins, filtering), relational database concepts

Programming: Python (pandas, matplotlib), C# (basic scripting)

Core Competencies: Analytical thinking, process analysis, performance evaluation, structured problem-solving, independent working style

Education

M.Sc. Media Technology — Technische Universität Ilmenau, Germany 2021–2025

Thesis: *Spatial Audio as a Guide for Spatial Orientation in Visually Impaired Situations*

B.Tech. Electronics & Communication Engineering — SRM IST, India 2016–2020

Selected Projects

Spatial Audio Navigation in VR (Master's Thesis)

- Designed and implemented a Unity-based VR navigation system simulating reduced-visibility environments (e.g., fog/occlusion).
- Integrated Meta Quest hardware and XR interaction systems for immersive navigation and interaction.
- Developed a multi-condition test flow (impairment levels and audio configurations) using triggers and state logic in C#.
- Implemented structured data logging (CSV/JSON) to capture time, path behavior, and success/failure outcomes.
- Analyzed participant performance using Python to compare conditions and validate the effectiveness of spatial audio cues.

Unity Stealth Game Prototype

- Implemented player movement, collision handling, trigger systems, and core gameplay mechanics in C#.
- Applied object-oriented programming and modular scripting practices for maintainable gameplay logic.

Collaborative Persona Management Tool (Prototype)

- Built a web-based prototype focused on structured data handling and usability-oriented design.
- Contributed to feature definition and iteration based on user-centered requirements.

Experience

Industrial Trainee — Bharat Sanchar Nigam Limited (BSNL), India Jun 2018

- Gained exposure to telecommunication network infrastructure, system operations, and basic networking concepts.

Technical Intern — Fine Print Limited, Ghana Dec 2018

- Designed and simulated digital motor control logic using VHDL and digital design/simulation tools.
- Validated logic behavior through simulation and iterative refinement.

Languages

English — Fluent

German — Basic (A1–A2, actively learning)