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Bengaluru, Karnataka, India



## EDUCATION

**Master of Computer Application (MCA)**  
**RNS institute of Technology**  
**VTU | 2016 - 2018**

**Bachelor of Computer Application (BCA)**  
**V.V Pura College of Science**  
**Bangalore University | 2012 - 2016**

## SKILL



Unity 3D



C#



Game Development



Augmented Reality



Virtual Reality



Mixed Reality



WebGL



Photoshop



Blender

# MADHU SUDHAN R

## Unity Developer

## ABOUT ME

I'm an Unity Developer from Bangalore, working towards the betterment of the information technology and services industry by adding simulating to the real world through digital materials which are an effective way to modernize corporate training programs.

Skilled in Unity 3D, AR, VR, MR and Photoshop with a Strong engineering professional on Master of Computer Applications (MCA) which focuses on Computer Software Engineering.

## EXPERIENCE

### Senior Extended Reality Developer

OneOrigin April 2021 - Present

- Delegating tasks to team members.
- Reviewing code work for accuracy and functionality.
- Working closely with clients to design, develop, and implement solutions that meet their needs.
- Writing and debugging code.
- AR, VR and MR development.

### Associate Software Engineer

Antiz Technologies Pvt. Ltd - February 2019 - April 2021

- Create or improve tools as necessary to support specific features/systems.
- Working on both client and internal projects.

# PROJECTS

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**Project Title** : **The Workshop : A Geodesign Simulation**

**Client** : Arizona State University

**Build platform** : Unity 3D - WebGL, AR

The Geodesign project is an online experience intended to replicate an authentic geo-design workshop in which students assume the role of a stakeholder tasked with collaborating with other stakeholders to reach a design decision that will benefit all stakeholders and their constituents.

**Project Title** : **AcceL [Accelerated Learning]**

**Client** : Internal Project [OneOrigin]

**Build platform** : Unity 3D - AR, VR and MR

In order to provide engineering students with fundamental learning experiences, the project aims to provide an immersive experience. There are multiple modes in the application that allow users to interact with 3D components, learn about the components, and study them in greater detail. Furthermore, there is an exploded view and a cross-sectional view included in the app

**Project Title** : **TVS Production System**

**Client** : TVS Motor Company

**Build platform** : Unity 3D - VR

This project is to transform the available contents of the TVS-PS Overview presentation to a Gamified Immersive Self Learning program. The objective of the project was to motivate Learners to understand and complete the course with High Scores in less time. Gamification also provides fun in navigating through the course. This concept involves an expedition to reach the summit of “Mount TVS-PS” while engaging in learning, quiz & game activities along the way.

**Project Title** : **Titan Safety Training**

**Client** : Titan Company

**Build platform** : Unity 3D - VR

Titan Safety is a Virtual reality application developed for Titan company. This is an immersive learning and gamified application. It contains 5 safety situations namely working at height, chemical handling, material handling, gas cylinder handling, compressed air handling. As a worker, while(virtually) needing to accomplish the assigned task in a particular situation will learn the safety aspect of working in that situation, to wear proper PPE for protection and to identify & mitigate hazards.