MADHU SUDHAN R

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CAREER OBJECTIVE

To pursue a challenging career and be part of a progressive organization that gives scope to enhance my knowledge, skills and to reach the pinnacle in the computing and research field with sheer determination, dedication and hard work.

WORK EXPERIENCE

Senior Extended Reality Developer

OneOrigin - April 2022 - Present

- Delegating tasks to team members.
- Reviewing code work for accuracy and functionality.
- Creating and implementing design plans.
- Working closely with clients to design, develop, and implement solutions that meet their needs.

Software Developer

OneOrigin - April 2021 - April 2022

- Writing and debugging code.
- Working closely with senior developers to improve product's functionality.
- 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.
- 2D, 3D and VR development.

TECHNICAL KNOWLEDGE

- Unity 3D, C#, AR, VR, MR, WebGL, Photoshop, Blender(Basics)

ACADEMIC PROFILE

- Master of Computer Application (MCA) from RNS institute of Technology affiliated to Visvesvaraya Technological University with Distinction.
- Bachelor of Computer Application (BCA) from V.V Pura College of Science affiliated to Bangalore University with First Class.

PROJECTS

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

  Client : Arizona State University

  Build platform : WebGL, AR

  Project Description:

  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 : AR, VR and MR

  Project Description:

  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 Project

  Client : TVS Motor Company

  Build platform : VR

  Project Description:

  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 VR –** Client Project

  Client : Titan Company

  Duration : 8 months

  Build platform : VR

  Project Description:

  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.

SKILLS

- Done internship in game development
- Experience with Object Oriented Technologies
- Experience with Version Control (such as git, bitbucket)
- Ability to work in a team environment and interface with all levels in the organization
- Good interpersonal and communication skills, devoted team player
- Adaptive and willing to learn and apply new ideas, emerging technology

CERTIFICATION

- Completed official unity programmer certification.
- Won First Prize in Drama in intercollegiate fest.
- PG Diploma in Animation.
- IIT Bombay certification on C.

PERSONAL INFORMATION

- Father's Name   : Ramesh
- Date of birth   : 30 Oct 1994
- Nationality   : Indian
- Gender   : Male
- Languages known   : English, Kannada
- Hobbies   : Arts and crafts, surfing technical articles, photography.

DECLARATION

I hereby declare that all the information stated above is true to the best of my knowledge and belief. I take the responsibility of any mistakes in data if they occur in future.

Date:

Place: Bengaluru

(MADHU SUDHAN R)