# SUGUMAR M

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## Summary

Final-year Electronics and Communication Engineering student with hands-on experience in Unity (2D & 3D), C#, and Blender. Passionate about creating interactive games and software solutions. Seeking an entry-level position to apply programming, game design, and problem-solving skills while gaining real-world experience.

## Projects

**2D Platformer Game | Unity, C#**                                        Dec 2024 - Present

- Built a complete 2D platformer with smooth player controls, enemy AI, and collectibles.
- Designed UI/UX menus and HUDs for player interaction.

**3D Exploration Game | Unity, Blender, C#**                              June 2024- Aug 2024

- Created and integrated 3D models & animations using Blender.
- Implemented lighting, environment design, and player interactions for immersive gameplay.

## Skills

| **Game Engines** | **Programming** | **3D Tools** |
|---|---|---|
| Unity (2D & 3D), Unreal Engine | C#, C, Python, Java | Blender (Modeling, Animation), Photoshop |
| **Game Development** | **Version Control** | **Testing & Debugging** |
| UI/UX Design, Level Design, Game Physics, AI Behaviors | Git, GitHub | Playtesting, Bug Fixing, Optimization |

## Education

**B.E. in Electronics and communication engineering**                     CGPA: 7.6
Park College of Engineering and Technology, Coimbatore.
2022 – Present

**Higher Secondary**                                                      71%
Sindhu Matric Higher Secondary School
2021 – 2022

**Secondary**                                                            67.6%
Ponnu Matric Higher Secondary School
2016 - 2020

## Certifications

- C Programming (SoloLearn)
- Java (SoloLearn)
- Python