

NAWIN SEKAR

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Objective:

Passionate Unity Game Developer with 3 years of experience, having developed and published 10+ games and AR/VR apps on the Play Store and Appstore, including titles with 5M+ downloads. Enthusiastic gamer driven by the joy of player engagement. A consistent learner with a commitment to innovation, adept at mentoring junior developers and leading teams to create immersive experiences. Seeking an opportunity to leverage my expertise in game mechanics, XR development, and team management to contribute to innovative and engaging gaming experiences.

EXPERIENCE:

Senior Unity Developer at Quantum4u App Labs - August 2023 - Present

- Spearheaded the development and publication of various games, ranging from hyper-casual titles to full-fledged action FPS games, all crafted from the ground up.
- Created several augmented reality applications, delivering standalone solutions and providing exported modules for integration into native iOS and Android applications.
- Successfully published multiple apps and games on both the Google Play Store and Apple App Store.
- Collaborated effectively with UI/UX designers and 3D artists to conceptualize and transform innovative ideas into engaging game experiences.

Junior XR Developer at VReon Tech India - August 2022 - August 2023

- Developed immersive Virtual Reality (VR) games and applications using Unity3D, optimizing user experience for various platforms.
- Created interactive Augmented Reality (AR) mobile applications, enhancing user engagement with cutting-edge AR technologies.
- Engineered Web-based Augmented Reality solutions, enabling seamless AR experiences through browsers without additional installations.
- Collaborated with cross-functional teams to design, test, and deploy innovative XR solutions for diverse client needs.

Freelance Technical Trainer at TERV PRO - March 2022 - September 2022

- Delivered engaging and interactive technical training sessions to college students across various institutions.
 - Travelled extensively throughout Tamil Nadu, conducting on-site training programs and workshops, enhancing students' technical skills and understanding.
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EDUCATION:

Bachelor of Technology (B.Tech) - [2019-2023]

Hindustan Institute of Technology, Coimbatore

Higher Secondary (HSC) - [Year of Completion 2019]

Gurugana Sambanthar Mission Matriculation Higher Secondary School, Mayiladuthurai

Secondary School (SSLC) - [Year of Completion 2017]

Gurugana Sambanthar Mission Matriculation Higher Secondary School, Mayiladuthurai

SKILLS:

- Unity3D
 - C# Programming
 - Design Patterns, OOPS principles and SOLID principles.
 - XR Platforms (Oculus, ARKit, ARCore, HoloLens)
 - Game Physics & Mechanics
 - Server side API calling and Addressables Management.
 - Performance Optimization
 - Cross-Platform Development (PC, iOS, Android)
 - 3D Asset Integration
 - UI/UX Design for XR
 - Project Management
 - Agile Development (Scrum)
 - Client Collaboration
 - Git/GitHub
 - Troubleshooting & Debugging
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Notable Projects:

AR Measure (5M+ downloads) - Quantum4u apps lab

Available on Android and ios

- Developed an **AR-powered measurement app** for real-world object sizing using mobile cameras.
- Achieved **5M+ downloads** with a high user engagement rate.
- Features **ruler, height, area, and volume measurement** with precision.
- Integrated **photo ruler** and **AR plan** for home improvement and construction use.
- Optimized for **low-latency AR tracking** and cross-device compatibility.

AR Safe Drive - Quantum4u apps lab

Available on Android and ios

- Designed an **AR-based speed detection and safety alert system** for drivers.
- Provides **real-time alerts** for overspeeding and road safety violations.
- Includes an **odometer and digital speedometer** for enhanced driving awareness.
- Utilizes **AR overlays** for live road safety indicators.
- Helps prevent accidents by encouraging safer driving habits.

AR Room Planner - Quantum4u apps lab

Available on Android and ios

- Built an **AR-powered interior design tool** for room planning.
- Allows users to **visualize furniture placement** before purchase.
- Supports **custom scaling, rotation, and movement** of objects in real space.
- Integrated **real-world dimensions** for accurate room layout planning.
- Enhances home renovation projects with **virtual previews**.

Drone Strike : 3D War Shooter (50K+ downloads) - Quantum4u apps lab

Available on Android and ios

- Developed a **thrilling third-person drone shooter** with immersive gameplay.
- Features **machine guns, missiles, and various drone models** for combat.
- Offers an **AR mode** for playing in real-world environments.
- Includes **multiple mission-based levels** with dynamic challenges.
- Optimized VFX and **realistic sound effects** for an engaging experience.

Balancer Game: 3D Ball Rolling (50K+ downloads)- Quantum4u apps lab

Available on Android and ios

- Created a **challenging physics-based ball balancing game**.
- Features **realistic tilt and movement mechanics**.
- Includes **intricate obstacle courses** and varied difficulty levels.
- Offers **intuitive touch and tilt controls** for precision gameplay.
- Optimized for **smooth performance** on various devices.

Car Parking 3D - Quantum4u apps lab

Available on Android and ios

- Designed a **realistic car parking simulator** with multiple levels.
- Features **varied parking challenges** from simple to expert mode.
- Includes **realistic vehicle controls**, including steering and acceleration.
- Offers **different camera angles** for an enhanced driving experience.
- Developed **detailed parking environments** for an immersive feel.

Drone Parking : 3D AR- Quantum4u apps lab

Available on Android and ios

- Created a **unique drone parking challenge** testing precision flying skills.
- Features **varied obstacle courses** and **realistic drone physics**.
- Includes **multiple drone models** with different handling mechanics.
- Optimized for **smooth flight controls** and intuitive user experience.
- Challenges players with **time-based parking missions**.

Mega Run : Subway- Quantum4u apps lab

Available on Android and ios

- Developed an **endless runner game** with **dynamic obstacle generation**.
- Features **fast-paced gameplay** with increasing difficulty levels.
- Includes **power-ups and collectibles** to enhance gameplay experience.
- Offers **intuitive touch controls** and smooth animations.
- Designed engaging levels with **visually appealing environments**.

Stack AR Game- Quantum4u apps lab

Available on Android and ios

- Built an **AR-based stacking puzzle game** with physics-based mechanics.
- Features **immersive real-world stacking** using augmented reality.
- Offers **varied block shapes, colors, and patterns** for engaging gameplay.
- Optimized **real-time AR tracking** for accurate object placement.
- Provides a **casual yet addictive experience** with increasing difficulty.

KEY ACHIEVEMENTS:

- **Developed & published 10+ AR/VR games & apps** on Play Store & App Store.
- **Mentored junior developers**, improving team efficiency & code quality.
- **Led multiple AR/VR game projects** with high user engagement & downloads.
- **Optimized performance & UX** across various XR platforms.