SAKTHIVEL PANNEERSELVAM

UNITY DEVELOPER

CONTACTS

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⭐ 1. https://github.com/sakthivel96
   2. https://github.com/sakthivel96/Portfolio

SKILLS

C# · Git · GitHub · Unity · ARCore ·
Oculus Quest 2/3 · JavaScript · Mapbox · Python ·
React · SourceTree · Firebase · Unreal Engine ·
Virtual Reality · WebGL · WEBRTC · A-frame ·
Android · Windows · Kinect · Vuforia · Mediapipe

EXPERIENCE

Takeleap
Unity Developer
08/2021 - 04/2025

A company specializing in AR/VR applications

- Optimized AR/VR applications, improving frame rates by 20% and reducing memory usage by 30% with Unity Addressables.
- Developed multiplayer networking using Photon PUN, WebRTC, and Firebase, reducing latency by 20%
- Improved asset bundling, reducing load times by 25%
- Utilized Git & SourceTree for version control, ensuring smooth team collaboration and efficient project tracking.

KEY ACHIEVEMENTS

● **Smart India Hackathon 2022 Finalist & Mentor**

  Smart India Hackathon 2022 Finalist & Mentor, leading teams in AR-based interactive solutions

EDUCATION

Coimbatore Institute of Technology, Anna University
MCA
07/2016 - 05/2019

SUMMARY

I am a Unity Developer with over 3.5 years of experience in AR/VR technology, specializing in multiplayer networking, WebGL, and interactive simulations. I have optimized more than 20 applications across various platforms, significantly improving performance and user engagement. As a Smart India Hackathon 2022 Finalist & Mentor, I led project teams to develop innovative AR solutions

PROJECTS

Smart India Hackathon 2022 – AR Weather App
AR Weather App developed for the Smart India Hackathon 2022

- Mentored Team Creators 1 in AR development
- Built a real-time API-driven AR weather visualization app in Unity & ARCore
- Project became a finalist in Smart India Hackathon 2022

Metaverse Multiplayer (Unity WebGL)
A multiplayer environment developed using Unity WebGL

- Integrated Ready Player Me avatars, WebRTC, and Photon PUN for real-time multiplayer interactions
- Implemented real-time multiplayer interactions using Photon View & RPC calls.

VR Real Estate Visualization (Oculus Quest 2/3)
A VR application for real estate visualization using Oculus Quest 2/3

- Developed a VR application for 3D real estate visualization with real-time navigation and data fetching
- Implemented a navigation system with real-time data fetching for available plots

Gemini API Competition – AI-Powered AR Word Game
An AI-powered word game developed for the Gemini API Competition

- Developed an AI-powered AR game using Google's Gemini API & Photon PUN 2
- Implemented AI-generated word interactions for real-time multiplayer word challenges

Mini-Games & Addressables
A collection of mini-games utilizing asset management techniques

- Developed multiple mini-games (puzzle-solving, combat, reaction-based, infinite runner) using Unity Addressables
- Reduced memory footprint using dynamic asset loading

Other Projects (Non-Unity)

React.js Weather App
A weather visualization app built with React.js

- Built a real-time weather visualization platform using OpenWeather API

A-Frame WebVR House Tour
An interactive house tour developed using A-Frame WebVR

- Developed a 360° interactive house tour with Unity WebGL integration

React.js & Mapbox GPS Tool
A GPS data visualization tool developed with React.js

- Developed a GPS data visualization tool for CSV files using React.js & Mapbox.