SANGEETHKUMAR M

SOFTWARE ENGINEER

CONTACT

- 9360811182
- sangeethkumarmahalingam@outlook.com
- Gobi,Erode,Tamil Nadu, India
- www.linkedin.com/in/sangeethkumar-m-link

TOOLS

Unity, Blender

Version Control: Git, Unity Collaborate

Software: Angular, TypeScript, C#.

EDUCATION

Bachelor of Science in Information Technology (B.Sc. IT)

Dr. N.G.P. Arts and Science College

2019-2022

Coimbatore, Tamil Nadu

Master of Computer Applications (MCA)

Kumaraguru College of Technology

2023-2025

Coimbatore, Tamil Nadu

LANGUAGES

English

Tamil

PROJECTS VIEW

- https://profile-seven-liard.vercel.app/

EXECUTIVE SUMMARY

Motivated and aspiring Software Engineer with a strong foundation in web technologies, including HTML, CSS, Bootstrap, TypeScript, and Angular. Passionate about 3D modeling and VR app development, with experience in building responsive web applications through academic and personal projects. Equipped with excellent problem-solving skills and a proactive learning attitude, eager to tackle real-world challenges. Seeking an opportunity to contribute to innovative projects and grow as a professional in a dynamic and collaborative environment.

SKILL

- **Programming:** Unity (C#), Data Structures & Algorithms, Object-Oriented Design (OOD), UI Development.
- **Tools & Engines:** Unity, Blender, Git, Version Control Systems (VCS).
- **3D Design Knowledge:** Modeling, Texturing, Lighting, Maps.
- **Soft Skills:** Team Collaboration, Communication, Problem Solving, Time Management.

WORK EXPERIENCE

FRONT-END DEVELOPER
- **SBNA Software Solutions Private Limited** — Coimbatore, Tamil Nadu| Jan 2022 – Aug 2022
- Contributed to the development of a Smart Hostel Management System as part of a 4-member team, utilizing Angular to deliver responsive and efficient front-end designs.
- Enhanced project performance by implementing user-centric features and refining UI components.
- Collaborated effectively with the team to meet tight deadlines, showcasing adaptability and commitment.

PROJECTS

Cuba Game (Unity, C#)
- Designed and developed a 3D cube navigation game with interactive mechanics, integrating Unity's physics engine to ensure smooth gameplay.

Virtual Reality Shopping (Unity, C#)
- Created a VR-based shopping application, simulating real-world interactions with immersive features.

IQAS Dashboard (Angular)
- Built an analytics dashboard for interactive data visualization, enhancing the user experience with dynamic charts and responsive design.

ACHIEVEMENT

- Web Spark Hackathon: Secured 2nd place for a project in the education domain, highlighting problem-solving and technical creativity.

VOLUNTEERING

Document Coordinator
- MCA Department, Kumaraguru College of Technology | 2023 – Present
- Oversaw and managed departmental documentation, ensuring accuracy and professionalism for all official records and event reports.