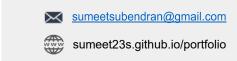
S.SUMEET



8248340439

in

linkedin.com/in/sumeet-subendran

WORK EXPERIENCE

Unity Developer / Game Developer

Sevika Tech Pvt Ltd, Chennai, India

December 2021 – Present

- Developed and maintained FPS multiplayer game using Unity and Photon Networking, including implementing game mechanics, optimizing game performance, and troubleshooting technical issues.
- Designed and created AR/VR applications using Unity, including integrating with various AR/VR devices and sensors, implementing UI and UX designs, and incorporating 3D models and animations. Worked with cross-functional teams, including artists, designers, and engineers, to deliver high-quality Unity applications.
- Conducted code reviews and provided technical feedback to team members to improve code quality, maintainability, and performance.

Unity Developer

Aforeserve Pvt Ltd, Bangalore, India

January 2021 - July 2021

• Developed AR/VR applications using Unity, to create user interface, optimizing code and testing application.

Technical Support Engineer

Infosys Ltd, Bangalore, India

February 2020 – July 2020

To provide Technical support and assistance in Analysis, technical issues and troubleshooting.

Technical Associate

Teleperformance Pvt Ltd, Bangalore, India

August 2019 – January 2020

To provide Technical support and assistance in technology-related systems and projects.

EDUCATION

Bachelor of Engineering in Electronics and Communication Engineering

Vels Institute of Science, Technology and Advanced Studies, Chennai, India

2019

Higher Secondary School

Kendriya Vidhalaya EME No.2, Vadodara, Gujarat

2015

TECHNICAL PROJECTS

- First person Shooter Multiplayer Game. Tank and 2D games.
- IoT Based Critical fire event detection and monitoring robot using Raspberry Pi.
- Arduino based android controlled Robot.

INTERESTS AND LANGUAGES

- Athletics, Football, Dance, Movies, Astronomy, Travel.

- Tamil, English, Hindi, Telugu.

SKILLS

- Technical Skills: Unity Engine, Cocos Creator, C#, Java, Blender.
- Industry Skills: AR, VR, UI/UX, Shader, VFX, Git.