S.SUMEET

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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.