

## **SURIYA PRAKASH S**

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Web and Mobile Application Developer

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### **Personal Profile:**

Over the last seven years, I have immersed myself in the dynamic fields of games, web, and app development, steadily honing my skills and accumulating valuable experience. My expertise extends to crafting swift and efficient mobile solutions for both Android and iPhone platforms, leveraging the latest technologies and adhering to cutting-edge coding practices. This journey has equipped me with the proficiency to deliver high-quality solutions in the rapidly evolving landscape of web and mobile development.

### **Skill Set:**

- **Programming Languages** : JavaScript, core Java, C#
- **Web Development** : React js , Redux , HTML, CSS,Material UI
- **Mobile App Development** : Android Studio, Java , React Native
- **Game Development** : Unity 2D, C#
- **Version Control** : Git
- **Database** : MongoDB (worked as support)
- **Server Side Development** : Node.js and express (worked as support)

### **Employment Profile:**

**At present - Ipro Networks Pvt Ltd**

**Libraries - React js, Material UI , Bootstrap , Redux**

**2019 - present**

- Worked in the development of an admin console application for managing games, providing a centralized platform for administrators to oversee various aspects of the gaming ecosystem.

**Project : iPro Admin Console UI Part**

- **Material-UI Integration:**
  - Integrated Material-UI, a popular React UI framework, to streamline the development of visually appealing and consistent user interfaces.
  - Utilized Material-UI components for various UI elements, including buttons, forms, navigation, and data displays.
  - Customized Material-UI themes and styles to align with project design requirements.
- **Integration of User Segmentation:**
  - Developed dynamic and responsive user interfaces for web applications using React with Material UI.
  - Utilized React components to modularize the UI, improving code maintainability and

reusability.

- development of Admin console with a focus on implementing user segmentation strategies based on events and interactions.
- Successfully implemented user grouping features in React components to create personalized user experiences, resulting in increased user engagement and retention.
- Collaborated closely with data analysts to define and implement data-driven segmentation criteria, enhancing the effectiveness of targeted features and notifications.
- **Integration of Events Calendar:**
  - Designed and implemented an events calendar feature within React applications, allowing users to easily discover and manage upcoming events.
  - Utilized React components and state management to create an intuitive and responsive calendar interface.
  - Collaborated with backend developers to integrate event data, ensuring real-time updates and synchronization.
- **Component-Based Architecture:**
  - React's component-based architecture to create modular and reusable form components, optimizing code maintainability and scalability.
  - Ensured seamless integration with the overall application structure, providing a cohesive user experience.
- **State Management and Real-time Validation:**
  - Implemented state management techniques in React to handle dynamic changes within the forms, ensuring real-time updates and responsiveness.
  - Integrated validation mechanisms to provide users with immediate feedback, reducing errors and enhancing data accuracy.
- **Node.js Knowledge:**
  - Possess foundational knowledge of Node.js and its application in backend development.
  - Collaborated with development teams to understand Node.js applications' structure and architecture.
  - Assisted in identifying and resolving issues related to Node.js applications, enhancing overall system reliability.

## **MCC Private Ltd – Construction ERP**

**Libraries - React js , Material-UI, Bootstrap, Redux**

**Duration: 12/2021 – Present**

- This tool is used for construction management. It tracks the efficiency and performance of day-to-day activities at the construction site. A timesheet will be generated within a few minutes, reducing manual effort by 70%. This tool can provide forecasts about project completion. If there are any deviations, we can implement control measures to save significant costs for the clients.

## **Game Developer (Unity , c#)**

**Nov 2016 – 2021**

### **Projects:**

- **Mohegan Sun Connecticut**
  - Project description: Play exciting slots online and connect your Momentum account to be rewarded! Earn rewards on your play and purchases that can be used towards entertainment, hotel stays, dining, shopping and more on your next visit to Mohegan Sun in Connecticut.
  - iTunes :  
[:https://apps.apple.com/us/app/mohegan-sun-connecticut/id646553835/?platform=iphone](https://apps.apple.com/us/app/mohegan-sun-connecticut/id646553835/?platform=iphone)
- **Mohegan Sun Casino Las Vegas**
  - Project description: Play exciting slots online! Earn rewards on your play and purchases that can be used towards entertainment, hotel stays, dining, shopping and more on your next visit to Mohegan Sun in Connecticut.
  - iTunes :  
<https://apps.apple.com/in/app/mohegan-sun-casino-las-vegas/id1553423859/?platform=iphone>
- **Deal Or No Deal Live**
  - Project description: Try your luck in finding the briefcase with the maximum amount in the only officially licensed app! The app now awards players with the opportunity to win BIG PRIZE. If you beat the Banker you get the money. Do you have what it takes to make the right deal or will you be left with nothing? Test your skills now. One question: Deal or No Deal?
  - iTunes: <https://apps.apple.com/us/app/deal-or-no-deal-live/id1442757734/?platform=iphone>
- **Plugin integration for Unity projects using Android Studio**
  - Exported Unity project to Android Studio and successfully integrated plugins
    - Implemented the Unity Webview plugin for enhanced web content display.
    - Integrated the Unity Gallery plugin for seamless image and media handling.
  - Modified AndroidManifest.xml, implemented UnityPlayerActivity, and managed library dependencies for seamless integration.
  - Utilized Java Native Interface (JNI) for effective communication between Unity and Android components.
  - Implemented custom functionalities in UnityPlayerActivity for enhanced plugin features.
  - Ensured smooth communication between Unity and Android components using UnitySendMessage.

### **Educational Qualification:**

BE in Computer Science from Vellalar College of Engineering and Technology completed by April 2011