Sankar M

Unity Developer

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About

Passionate Unity Developer with over three years of experience delivering AR-powered games and immersive mobile applications.

Proven ability to lead projects end-to-end — from concept to deployment. Currently seeking impactful roles where I can build intuitive, meaningful interactive experiences.

Skills

- Unity 3D, AR Foundation, Vuforia
- Firebase, REST APIs
- Shader Graph, DOTween, C#
- Git, Play Store/App Store Deployment
- UI/UX, Rapid Prototyping

Professional Experience

4Point2 Technologies / AR Unity Developer

2024 - PRESENT, Bangalore

- Worked on end-to-end AR projects, from concept to deployment
- Published more than 5 applications in the App Store
- Gained significant hands-on experience across multiple stages of development
- Handled everything from UI design to backend/database integration in these projects

ICAT Design and Media College / Unity Lecturer

2023- 2024, Bangalore

- Conducted sessions for the students of the Game department & other departments
- Provided new technology for development and Technical art knowledge in the Unity Engine to the students
- The goal is to help them learn the latest technology in development and technical art within the Unity Engine.

Booxpand (Team @ Eficence)/ AR Developer

2022- 2023, Hyderabad

- Was a solo developer in a 6-member team formed to build a startup idea
- Introduced the Augmented Reality application to the kids and made their learning more interesting
- Designed and developed AR experiences to engage children in educational content, making learning more immersive and fun

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Education

ICAT Design and Media College / M.Sc Game Technology
2020- 2022, Bangalore

Nandha Arts & Science College / B.Sc Computer Science
2017 - 2020, Erode

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Languages

- English
- Tamil
- Kannada
- Hindi