

ARUN KUMAR SEKAR

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Highly motivated MSc Computer Science graduate from Northumbria University, proficient in application development, project management, and full-stack development. Experienced in cross-platform application development, Game Development, and 3D modeling for simulations. Skilled in integrating Generative AI tools to enhance productivity and innovation.

EDUCATION

Northumbria University MSc in Computer Science with Advanced Practice - Distinction	Newcastle Upon Tyne, United Kingdom Jan 2023 – Jan 2025
St. Joseph's College of Engineering B.E. Electrical and Electronics Engineering, GPA: 8.43	Chennai, India Aug 2017 – April 2021

WORK EXPERIENCE

AR EXPERTS LTD <i>Associate Software Developer</i>	Manchester, United Kingdom Nov 2024 – Present
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- Develop cross-platform applications (android & iOS) with the MERN stack (MongoDB, Express.js, React Native, Node.js) and AWS for cloud-storage management.
- Built an Android & iOS app for drivers as part of the company's ERP system, integrating real-time location updates, shift management, document management etc.
- Deployed mobile applications to the Google Play Console and App Store, ensuring compliance with platform policies and GDPR.
- Utilize Postman, Android Studio, and Expo for API testing, debugging, and streamlined development and deployment workflows.
- Incorporate Generative AI tools in enhancing project efficiency.
- Served as the sole developer for the Android & iOS app, overseeing the entire mobile segment of the ERP project, rapidly adapting to evolving requirements and managing all phases from design to deployment.

Advanced Practice Project with Northumbrian Water Ltd <i>Technical Lead</i>	Newcastle Upon Tyne, United Kingdom Jan 2024 – May 2024
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- Led a team in creating 3D models using 3ds Max, Blender, and Sketchup Pro.
- Integrated 3D models into Unreal Engine for flood simulation, using relevant plugins and tools.
- Oversaw the Game concept, development of game concept document, game mechanics ensuring functionality and timely delivery.

Digitally Inspired Media Pvt Ltd. <i>Junior Graphic Designer</i>	Chennai, India Sep 2021 – Jan 2023
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- Produced creative digital content, ensuring alignment with client branding and objectives.
- Worked with 10+ brands, creating 200+ creatives.
- Served as interim Design Lead managing the Design department, overseeing and approving all the creatives.
- Collaborated with cross-functional teams to deliver high-quality digital products.

INTERNSHIPS & TRAININGS

Intern - Graphic Designer Mayon Technology Solutions, Chennai	Dec 2020 – Feb 2021
In-plant Trainee – Electrical Rajiv Gandhi Memorial Telecom Training Center, BSNL, Chennai	Jun 2018
In-plant Trainee – Basic Telecom Regional Telecom Training Center, BSNL, Hyderabad	Dec 2018

CERTIFICATIONS

Google IT Support - Professional Certificate

Coursera

Business English Certificate (BEC) - Council of Europe Level B1

Upper Secondary M2

British Council

SKILLS

Programming Languages: Java, C#, Python, JavaScript, SQL

Full-Stack Web Development: MERN (MongoDB, Express.js, React, Node.js)

Mobile Development: Android Studio, Expo, React Native, Play Console/App Store Deployment

Game Development: Unreal Engine, Basic Unity, 3D Modeling Tools (Blender, 3ds Max)

Cloud Computing: Familiar with AWS/Azure deployments and infrastructure

Cybersecurity & Data Analytics: Fundamental knowledge of data security and analytics tools

Web Technologies: HTML, CSS, Google Site Kit, Google Analytics, WordPress

Version Control & Collaboration: Git, GitHub, Agile/Scrum Methodologies

API Testing: Postman, curl

PROJECTS

Immersive Data Visualization in VR By Blending Art into Viz

Northumbria University

Developed a VR-based data visualization system (GAME) integrating art patterns with traditional charts (pie charts, trend lines, radial stacked bars) to enhance data interpretation and engagement. Built using Unreal Engine and Oculus Rift, empirical studies was conducted with 17 participants, demonstrating improved engagement and usability.

NWL Virtual Newcastle Gateshead

Northumbrian Water Ltd

Led a team to develop a game for virtual environments, contributing to the simulation of flood impacts using Unreal Engine.

SUDOKU Game

Object-Oriented Programming, Figma

Developed a SUDOKU game using Java, emphasizing OOP principles and UI design.

TOONELAND – An Event Booking Website

HTML, CSS, PHP, JavaScript

Designed and developed a dynamic event booking site, integrating user registration and booking management features.

RESPONSIBILITIES

Student Representative

MSc in Computer Science with Advanced Practice - Northumbria University

Treasurer

Robotics and Automation Society IEEE SJCE SB (2020 - 2021)

Vice-Chairman

Robotics and Automation Society IEEE SJCE SB (2019 - 2020)

HOBBIES

Fitness, Graphic Design, Blogging, Video Games