

AJITH KUMAR

Unity Developer

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Results-driven Unity Developer & Team Lead with proven expertise in VR safety training modules, mobile game development, and interactive simulations. Skilled in Unity, OpenXR, Meta SDK, Editor Scripting, Photon Fusion, and gameplay systems for mobile and XR platforms. Experienced in leading projects from concept to deployment, ensuring high-quality, optimized builds across multiple platforms.

Experience

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|--|---|
| Mid XR Developer & Team Lead
Bala Aatral Solutions
Oct 2024 – Present | <ul style="list-style-type: none">Lead a team delivering VR safety training and simulation modules for enterprise clients.Oversaw projects from design to deployment, ensuring deadlines and quality standards were met.Conducted code reviews, mentored junior developers, and optimized development workflows.Collaborated on gameplay systems adaptable for both VR and mobile platforms. |
| Jr. XR Developer
Bala Aatral Solutions
May 2023 – Sep 2024 | <ul style="list-style-type: none">Developed 12+ VR safety modules using Unity, OpenXR, and Meta SDK.Implemented interactive features such as hazard simulations, equipment usage, and real-time assessments.Created custom Unity Editor tools to streamline development and content integration.Integrated Photon Fusion multiplayer for collaborative VR training scenarios. |
| Jr. Game Developer
Vinora Studios Pvt Ltd
Sep 2022 – April 2023 | <ul style="list-style-type: none">Designed and implemented gameplay mechanics, levels, and user interfaces for Unity projects.Developed mobile-friendly UI systems with adaptive layouts to enhance user experience.Collaborated with designers and QA teams to test, debug, and optimize game builds. |

Education

Master of Computer Applications (MCA)

Madras University – Chennai

2024 June – Pursuing

Diploma in Programming: C, C++, C#

CSC Computer Education

2020 Jan – June

B.Sc Physics

Pachaiyappa's College for Men

June 2016 – Mar 2019

Achievements

- Delivered 12+ VR training modules with high client satisfaction.
- Developed gameplay systems adaptable for both mobile and VR platforms.
- Developed custom Unity Editor tools reducing project setup time by up to 40%.
- Promoted from Junior to Mid XR Developer & Team Lead within 1.5 years.

Project Highlights

- Work at Height Safety** – Built VR simulation for hazard detection, PPE validation, and fall consequence training.
- Confined Space Entry** – Developed safety checklist, gas detection, and VR-based emergency rescue procedures.
- Construction Site Safety** – Delivered hazard identification and risk assessment training modules.
- Ladder Safety** – Implemented physics-based climbing, fall detection, and compliance logic.
- LOTO Training** – Created VR module for equipment shutdown and energy isolation procedures.
- Hazard Identification** – Designed interactive workplace hazard spotting tasks.
- 3D Visualization Tools** – Built custom Unity editor tools for model visualization and editing.
- 2D Racing Game Prototype** – Developed AI opponents, lap logic, and dynamic camera systems.
- Cozy 2D Story Game** – Designed narrative interactions, UI systems, and mobile-ready mechanics
- 2D Fun Card Game (Least Count)** – Developed a casual single-player card game with scoring logic, smooth UI flow, and replayability features.