# Aakash V Menon

## VIRTUAL REALITY (VR/XR) & UI/UX DEVELOPER

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## Objective

Passionate VR/XR and UI/UX Developer with experience in designing and implementing innovative solutions. Proficient in Unity, Unreal Engine, and programming languages like Python, C++, and Java. Currently pursuing an MSc in Virtual Reality at Swansea University, I aim to contribute my technical and creative expertise to cutting-edge projects.

## Experience

### Freelance Graphic Designer
Remote
*Jul 2020 – Present*
- Delivered visually compelling designs for over 50 clients, including logos, brochures, and web layouts, using Adobe Photoshop and Illustrator.
- Designed intuitive UI/UX elements for websites and mobile apps, enhancing user engagement and experience.

### Graphic Design Intern
foundit (formerly Monster APAC & ME)
*Sep 2023 – Feb 2024*
- Assisted in creating promotional materials for marketing campaigns using Adobe Photoshop and Illustrator.
- Designed a quarterly newsletter and contributed to corporate branding projects for Great Place to Work (GPTW).

### Velocity Bot – AI-based Assistant
Project
*Jan 2022 – Mar 2023*
- Developed an AI assistant using GPT-3 for task management, human-like conversations, and daily assistance.
- Designed a user-friendly interface for seamless interaction and integrated a diffusion engine for enhanced response accuracy.

## Education

**MSc in Virtual Reality**                                                                                                 *Pursuing*
*Swansea University*

- Focused on immersive technologies, VR development, 3D modelling, and physics simulations.

**Bachelor of Computer Applications**                                                   *Sep 2020 – Aug 2023*
*St. Joseph's First Grade College, Mysore, India*

- Built a strong foundation in programming, data structures, and software development.

## Skills & Abilities

**Programming Languages:**
Python, C/C#/C++, Java, JavaScript, HTML/CSS.

**Game Development:**
Unity, Unreal Engine, 3D modelling, Physics simulation, XR Toolkit.

**Design Tools:**
Adobe Creative Suite, Adobe Photoshop, Adobe Illustrator, Figma.

**VR/XR Development:**
Immersive experience design, Oculus Quest 3, Unity XR Toolkit.

**Other Skills:**
Problem-solving, project management, multitasking, effective communication.