

Mayank Raj

Senior Unity XR Developer

+91 7544864618

agrmayank@outlook.com

[linkedin.com/in/agrmayank](https://www.linkedin.com/in/agrmayank)

agrmayank.com

Profile Summary

Unity developer with nearly 5 years of expertise in creating *interactive games & immersive AR/VR experiences*. Proficient in *Unity, C#, ARFoundation*, and related tools, with *award-winning* projects such as *Spacey's Adventures* (*Game of the Year* nominee at *IGDC 2024*), *TimeBound* (*Finalist* at *BYOG Game Jam*), *Planets AR* (*100k+* downloads across *Android & iOS*) and more. Skilled in *game design, AR/VR development, navigation, spatial mapping & localization*, with a proven ability to *optimize performance* and craft engaging user experiences. Recognized for *leadership & public speaking* at key industry events like *Unity Day* and *international gaming conferences* like *IGDC, IGS & XBOX Game Camp Asia*.

Key Skills

Domain Expertise – Game Design, Game Development, Augmented Reality (AR), Virtual Reality (VR)

Tools & Languages – Unity, C#, Blender, ARFoundation, ARCore, ARKit, Firebase, Flutter, Python, Git, Jira

Work Experience

IndiGo – Randstad

Senior Unity Developer | Nov 2024 – Present

- Creating IndiGo's AI-driven metaverse to showcase its heritage, achievements, and milestones in an engaging and immersive virtual environment.

ARway – Nextech AR Solutions (4 Years)

Senior Unity AR Developer | Mar – Jul 2024

- Engineered **turn-by-turn navigation algorithms** with *AStar & KDTree*, optimizing pathfinding for user speed, nearest paths, rerouting, and course correction **across multi-floor** venues.
- Designed and implemented **custom shaders** & materials to elevate the visual style of AR navigation paths.
- Developed a robust toolkit to *automatically verify dependencies, layers & packages* on importing the SDK.

Unity AR Developer | Aug 2020 – Feb 2024

- Integrated **precise real-world localization** & *visual landmark anchoring* with *Azure Spatial Anchors & QR*.
- Engineered **custom plugins** to *create/view PCD files*, adding *point cloud visualization* capabilities to Unity.
- Developed a *mini-metaverse artwork* experience at *London Wall Place* for *Guildhall School & Orchestra*, along with **location-based AR** games & concepts leveraging ARway's *indoor navigation SDK*.
- Optimized asset management with conditional loading, to *improve performance & memory footprint*.

Round Them Oranges (5 Months)

Unity VR Developer | Jan – May 2021

- Developed *Virtual Segments – a digital web & VR art gallery* to showcase diverse global artworks ensuring continued engagement with art during the COVID-19 lockdown.

Noora Health (3 Months)

AR Developer | Apr – Jun 2020

- Developed "Virus Warrior," a shooting game to raise COVID-19 awareness, and "PPE Trainer," that effectively trained healthcare professionals in safe Donning/Doffing procedures for the COVID-19 equipment with AR.

Personal Projects

Planets AR – <https://planetsar.agrmayank.com>

An educational AR app with **100k+ downloads**, that brings our solar system to life, featuring all the planets, dwarf planets, and moons, across *Android, iOS, and JioGlass XR* platforms.

Spacey's Adventures – <https://play.google.com/store/...?id=com.AgrMayank.SpaceysAdventure>

Nominated for the **AR/VR Game of the Year** at IGDC 2024, Spacey's Adventures is a *rogue-lite space shooter* where you battle waves of enemies, collect power-ups, and upgrade your weapons in an immersive setting!

KeyBound – <https://store.steampowered.com/app/3070700/KeyBound>

Keybound is a *rogue-vania* action-platformer where players *reclaim lost keys* to unlock new abilities, while navigating **procedurally generated levels** filled with challenging enemies and dynamic obstacles.

Bravery of the Coward – <https://agrmayank.itch.io/bravery-of-the-coward>

A 1-bit platformer game exploring the themes of light, dark, and of moral choices, where your *in-game decisions shape the ending* you reach.

InAssist – <https://youtu.be/pZtLij9ytS0>

An AR tool for **visualizing home interior designs**, allowing users to see how different furniture and layouts will look in their own physical space, thus enhancing the decision-making during renovations.

Honors & Awards

AR/VR Game of the Year Nominee at IGDC | 2024

Spacey's Adventures got nominated for the GOTY, highlighting innovation & unique gameplay mechanics.

Xbox Game Camp Asia | 2024

Led my team, which got shortlisted as one of the 3 teams from India for Microsoft's XBOX Game Camp Asia.

Top 10 Finalist, BYOG Game Jam | 2023

Led the development of "TimeBound: History's Legacy" which made it to the top 10 in BYOG game jam by IGDC.

Speaker & Made with Unity Showcase at Unity Day | 2019

Invited as a speaker to showcase "Foggy Forest," which was *shortlisted as a Made with Unity game* by Unity.

Education

Trident Academy of Technology (TAT), Bhubaneswar | 2016 – 2020

B.Tech – Information Technology

- Developed "Tri-Netra", an AR-based navigation system with custom 3D model replica of the college.
- Led a team to design and build a 3D-printed spider-bot with AR and IoT at Cisco thingQbator.
- Created an e-commerce website using WordPress, Shopify, and Amazon Affiliate.