

# Mayank Raj

## Senior Unity XR Developer

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### Profile Summary

Senior Unity developer with nearly 5 years of expertise in creating *interactive games & immersive AR/VR experiences*. Proficient in *Unity (2D & 3D), 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, using Unity3D.

#### Noora Health (3 Months)

**AR Developer | Apr – Jun 2020**

- Developed "Virus Warrior," a shooting game to raise COVID-19 awareness, and "PPE Trainer," to effectively train 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.