Mayank Raj
Senior Unity Developer

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Profile Summary

Senior Unity Developer with *nearly 6 years* of experience building interactive PC/mobile games and immersive AR/VR applications. Proficient in Unity (2D/3D), C#, XR, and related tools, with award-winning projects including Spacey's Adventures (*AR/VR Game of the Year nominee, IGDC 2024*) and Planets AR (*150k+ downloads on Android/iOS*). Skilled in game design and development, AR/VR, spatial mapping, indoor navigation algorithms, and performance optimization, with a track record of delivering engaging user experiences. Recognized for leadership and public speaking at major industry events such as Xbox Game Camp Asia & Unity Day, along with showcasing work at international gaming conferences such as IGDC & IGS.

Key Skills

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

Tools & Languages – Unity, C#, ARCore, ARKit, Blender, Flutter, Firebase, REST APIs, WebSocket, Git, GitHub, Jira

Work Experience

IndiGo (via Randstad)
Senior Unity Developer | Nov 2024 – Present (*Full-time*)

- Managing the **full lifecycle** of **casual mini games** for the IndiGo app, boosting the passenger engagement and brand interaction through offline in-flight and airport entertainment.
- Leading design & development of **AR seat-selection,** to enhance flight booking via intuitive 3D experience.
- Deployed IndiGo's **gamified VR** *metaverse* for internal training & onboarding, featuring **AI-generated avatars** & *immersive content*, highlighting the airline's core values, heritage, achievements, & milestones.

ARway - Nextech AR Solutions (*4 Years*)
Senior Unity Developer | Mar – Jul 2024 (*Full-time*)

- Engineered **turn-by-turn navigation** algorithms with *A* & KDTree,* to optimize pathfinding for *large multi-floor venues*, for smoother rerouting & faster course correction, contributing to a **100%+ QoQ user growth**.
- Designed **custom shaders & particle effects** to improve AR navigation clarity & boost user engagement.
- Built an **automated toolkit** to *resolve dependencies* during SDK import, reducing errors & onboarding time.

Unity AR Developer - Founding Engineer | Aug 2020 – Feb 2024 (*Full-time*)

- 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 to *improve runtime performance & minimize memory footprint* in AR apps.

Round Them Oranges (*5 Months*)
Unity VR Developer | Jan – May 2021 (*Contract*) – https://roundthemoranges.github.io

- Created a **web & VR** *art gallery,* sustaining art engagement and broadening global exposure for artists.

Noora Health (*3 Months*)
Unity AR Developer | Apr – Jun 2020 (*Contract*)

- Built "Virus Warrior" & "PPE Trainer", applying **interactive gameplay** & **AR simulation** to raise public awareness, & frontline worker *safety training* of PPE equipment *for 1,000+ nurses* during COVID-19.

Personal Projects

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

An educational AR app with **150k+ downloads,** that brings our solar system to life, featuring all the planets, dwarf planets, & moons, across *Android, iOS, MacOS, & 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, & 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 & dynamic obstacles.

Wordfall – https://agrmayank.itch.io/wordfall

A *cozy, re-playable* **casual word-building game** featuring a 500K+ word English dictionary, where players form words from falling letters to climb a linguistic tower, expand their vocabulary, and set new high scores.

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

A 1-bit platformer with **multiple endings** that explores themes of light, dark, & of moral choices, where the *player decisions shape* the story, the upgrade path, and the world around them.

InAssist – https://youtu.be/pZtLij9ytS0

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

Honors & Awards

Ranked 1st, Avalanche | NeuraNode Game Jam | 2025 – https://akamaestro.itch.io/reactron

A neon shooter where every shot sparks unpredictable chain reactions in an atomic battlefield.

Phase 3 Finalist, WAVES XR Hackathon | 2025

"Style Sphere" a VR clothing try-on experience for Meta Quest 3, to visualize fit & appearance before purchase.

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

Nominated for the IGDC awards, highlighting innovation & unique gameplay mechanics.

Xbox Game Camp Asia by Microsoft | 2024

Led my team, shortlisted as one of the 4 teams from India, for Microsoft's XBOX Game Camp Asia.

Top 10 Finalist, BYOG Game Jam | 2023 – https://agrmayank.itch.io/timebound

Led the development of "TimeBound", which ranked in the *Top 10* at the BYOG Game Jam by IGDC.

Speaker & Made with Unity Showcase at Unity Day | 2019

Invited as a speaker to showcase "Foggy Forest", *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 & build a **3D-printed spider-bot** integrating AR & IoT at Cisco thingQbator.
- Launched an **e-commerce website** using WordPress, with Shopify & Amazon Affiliate integration.