

AJAY VIR JANGID

Programmer / Game Developer



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[Linkedin](#)

Innovative and detail-oriented programmer with expertise in Unreal Engine, Unity, Web Development, and VR/AR technologies. Experienced in creating architectural simulations, interactive VR applications, and optimized multi-platform games. Strong ability to integrate AI systems, build cross-platform multiplayer features, and design highly interactive user experiences.

Experience

Unreal Engine Developer (DDZYN360 PVT LTD)

Mar 2024 - Present

- "Develop a simulation in Unreal Engine, optimize it, and finalize the project." Optimize performance for smooth real-time execution (e.g., reduce draw calls, use LODs, optimize lighting and Blueprints).
- Develop a realistic or functional simulation using Unreal Engine.
- Finalize the project by testing, fixing bugs, and packaging it for deployment.

3D Artist And Unreal Engine Programmer (SKETS STUDIO)

Oct 2022 - Aug 2023

- Designed and optimized lighting, animation, and VR programming to deliver realistic, high-performance interactive environments.
- Developed immersive and functional interior simulations with responsive objects, dynamic materials, and smooth user interactions.
- Finalized projects through rigorous testing, bug fixing, and packaging for seamless real-time VR deployment.

Technical Skills

- **Game Engines:** Unreal Engine , Unity
- **Programming Languages:** C++, C#, Python
- **Web Development:** HTML, CSS
- **Platforms:** PC, Android, VR (Oculus VR)
- **Specialized Areas:** AI integration with Unreal (NPC behavior, MetaHuman facial/lip sync)
- **Multiplayer systems with Firebase & Epic Online Services (EOS)**
- **VR/AR applications & architectural visualization simulations**
- **UI/UX systems (custom menus, interactive HUDs, input handling)**
- **Version Control & Collaboration:** Git, GitHub, GitLab, Perforce
- **Other Tools:** Photoshop (textures/UI), OBS (content recording), VisualStudio, Rider

Projects

- **VR Architectural Simulation (Unreal Engine)**
Developed interactive VR walkthroughs for architectural projects. Implemented realistic lighting, physics, and interactive elements for immersive presentations.
- **Interactive VR Training Application**
Created simulation-based VR modules for training and learning. Added interactive objects, guided AI, and real-time feedback systems.
- **Unreal Engine Multiplayer Game (Working On It)**
Built a C++ login system integrated with Firebase & EOS. Implemented AI patrol/attack system and custom Game Over UI.
- **VR Mobile Game Optimization (UE5)**
Fixed reflection glitches and optimized rendering for mobile VR. Debugged and resolved large APK/OBB packaging issues.
- **Unity 2D/3D Mechanics (Currently Learning More)**
Designed enemy AI, shooting mechanics, animations, and patrol systems. Built physics-based gameplay with custom collision systems.

Achievements

- Build Real World AI Applications with Gemini and Imagen
- Inspect Rich Documents with Gemini Multimodality and Multimodal
- Explore Generative AI with the Gemini API in Vertex AI
- Develop GenAI Apps with Gemini and Streamlit
- Prompt Design in Vertex AI
- Game Development with Unity (Workshop)

Education

●	DIPLOMA IN COMPUTER APPLICATIONS (MANGALAYATAN UNIVERSITY)	April - 2025
●	National Institute of Open Schooling (NIOS) XII	April - 2024

Skills

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|---------------------------------------|-------------------|
| • Strong problem-solving in packaging | • Problem-solving |
| • Coding | • Creativity |
| • Optimization | • Time Management |
| • Multiplayer systems | • Eye for Detail |