Personal Development Plan (PDP)

Name: Lahari P

University: Alliance University

Program: B.Tech in IT – AR/VR

1. Self-Assessment

Strengths:

- Creative thinking and visualization

- Good IT foundation

- Strong interest in AR/VR

- Quick learner

- Good communication and teamwork

Areas to Improve:

- Programming depth (C#, C++, Python)

- 3D design and animation

- Research skills

- More project experience

- Presentation confidence

2. Career Goals

Short-Term Goals (0–12 months):

- Strengthen programming

- Learn Unity, Unreal Engine, Blender

- Make AR/VR prototypes

- Earn certifications

- Join events & hackathons

Long-Term Goals (1–2 years):

- Internship in AR/VR or XR

- Build strong project portfolio

- Publish research/blogs

- Advance in AR/VR development

3. Skill Development Plan

Technical Skills:

- C#, C++, Python

- Unity, Unreal, Blender

- Spatial computing basics

Soft Skills:

- Communication

- Leadership & teamwork

- Creativity & design thinking

4. Academic Development

- Maintain strong grades

- Participate in research

- Attend workshops

- Build semester-wise mini projects

5. Project Roadmap

Beginner: AR card, VR room demo, AR filters

Intermediate: VR simulations, AR placement app

Advanced: MR workspace, AI-integrated VR assistant

6. Internship & Career Preparation

- Create LinkedIn & GitHub

- Upload projects

- Prepare AR/VR-focused resume

- Apply to XR companies

7. Personal Growth Goals

- Improve health & time management

- Build networking habits

- Maintain study–life balance

8. Progress Tracking

Unity Development – 3 demos (3 months)

Programming – C# mastery (2 months)

Portfolio – 3 major projects (6 months)

Internship – Apply within 1 year

Soft Skills – 5 presentations (6 months)