



Anurag Sen

Technical Lead & Engineer Unity3D | Digital Twin | Oil & Gas | AR/VR/MR and Games

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Summary

Robust Programmer turned Developer with a passion for computer graphics, 3D and Interactive Development. C# is on my tips, but I am not limited to language, rather I am more methodology and structure oriented. Beside regular games I can also push the limits of 3d for other applications such as Interactive visualization, simulation and robust AR, VR, MR applications. Looking for opportunities where I can push my skills and collaborate to build next generation of games, XR applications and push boundaries of multimedia and 3D.

On personal grounds self-starter, pragmatic developer and product ownership attitude.

Skill Highlights

- [AZ-900 Certified \(Microsoft\)](#)
- Project management
- Strong decision maker
- Complex problem solver
- Technical Savvy
- Creative design
- Innovative
- Service-focused
- Updated on New-Technologies
- Digital Twin | Azure

Technology Competencies

- C# Programming
- Microsoft's PlayFab
- Vuforia / AR-Core with Unity3D
- Unity 2D / 3D Games and applications.
- Machine Learning – Azure Cognitive
- AWS S3 , Workspaces , EC-2
- GCP – Firebase and Fire-Store
- Shader Programming {HLSL}
- Project Management.
- Hosted Apps at Play-store & AppStore
- Remote access management tools like Citrix, VDI, Virtual Desktops etc.
- Good knowledge in Version Controlling tools, GitHub, Source-Tree, GitLab
- Very good experience in CI/CD pipeline setup
- APi Integration -> RESTApis, Webhooks
- Unity UPM, Smartfox Server, Socket Photon Multiplayer.
- AZURE CLOUD SERVICES

Education

Master of Technology (MTech): **Software Engineering** - 2018

Birla Institute of technology and Science | Pilani (BITS-PILANI) | India

Experience & Projects Highlights

Wipro Technologies | Hyderabad (October 2021 – Present)

Technical Lead

Working on Digital Twin platform creation using Unity 3D. Azure Services and Team management.

-Roles & Responsibilities: (Developer Relation Management)

1. Created Azure Architecture of entire solutions as requested by client.
2. Collaborating along with Architect and Stakeholders on the development of DTDL solutions for the ENU-Client.
3. Created entire Test plan and CI-CD Setup for Unity 3D and Web application automation onto ADO (Azure Dev-ops Pipelines)
4. Setup the multiple services aligned with the development pipeline for smooth transition.
5. Integrating the IoT module and cloud services to Microsoft HoloLens.
6. Worked on Digitalization of P&ID to Digital Twin transformation.

Jio Tesseract (Reliance Group) | Mumbai (August 2021 – September 2021)

Senior Software Development Engineer

Unity 3D SDK Developer relation engineer for smart glasses in-house development product.

-Roles & Responsibilities: (Developer Relation Management)

1. Creation of various backend pipeline in Unity 3D for the MR-Glasses.
2. Left the organization because Wipro re-hired me back for old project.

Employer – Outreal XR | Dubai (May 2021 – October 2021)

Technical Lead | India Operation Head (Consultant)

Helped the Dubai based Metaverse to setup the Team and engagement to Gamification work, I've worked with the CEO / CTO Closely and Managed the India Team of Game developers.

Managing Game developers India Team

-Roles & Responsibilities: (Project Management)

1. Setup the Secured remote infrastructure on AWS-Workspace.
2. Followed the daily scrum & tracking the work-progress on Trello.
3. Helped my Technical expertise and SME on Unity-Game Engine for Optimization.
4. Lead the team in Technical & Nurturing aspect as in when require.
5. Created the DSR / WSR and other progress reports and Developer's Learning tracker sheet.
6. Maintained the allocated budget to execute the operations smoothly.
7. Resources / Assets / Vendor Management.

Employer – iNurture Education (Nov-2020 – July 2021)

Senior Faculty Gaming | Professor (D.Y Patil University Pune)

Deputed to ADYPU-University PUNE and Elevating the knowledge of BTech/ B.sc Students Gaming Students, on the working of Unity3D, Artificial Intelligence and C#-Programming.

Managing the education Operation team of 10 People - (9 Months)

-Roles & Responsibilities: (Project Management)

1. Nurtured to BTech/BSc (Gaming Student)
2. Managed the Team and Progress on tasks (Daily)
3. Conducted daily scrum meeting for SDP / FDP / CDP.
4. Placement & Project Coordinator.

Employer – Wipro Technologies (Aug-2014 to Nov-2020)

Senior Game Developer / Project Engineer – Unity3D

Deputation at Saudi Aramco as Senior Simulation Engineer - (7 Months)

- Created the Digital Elevation Maps using GDAL (Geospatial Data Abstraction Library).
- Generated the huge Height-Map Terrain of entire country (Saudi Arabia) with accuracy up to 30 meter / pixel.
- Colorized the Map of Kingdom using Unity Shaders HLSL at runtime with the color presets based on heights.

High Level Design Contribution towards Collaborative framework for Oil & Gas Major (4-Years)

- Design and Developed the Azure Cognitive search engine over ML custom Skillsets.
- Worked on IBM Watson for an application to control it via voice commands.
- Experienced in design and development of 3D live Visualization tool for ENU-Oil exploration domain.
- Created & Supported the Vessel inspection and Voyage tracking application for BP.

Project Contributions to Other Teams at Wipro: (6-Months)

- Design and Development of an Application using Unity Plugin for EPSON Moverio BT300
- Have an experience with CASINO Slot Games – Combination and Validation Testing.

Design and Development of AR & VR Applications: (2-Years)

- Marketing Application for Automobiles (2-Months)
- Training Simulator POCs for Aircraft Manufacturer (2-Months)
- Product Catalogue AR-Apparel application. (6-Months)
- Path information application POC. (2-Months)
- Virtual Store – Branded Jewelry Retailer
- Museum Walk through
- Network based multiplayer AR-Game Development in Unity (just for learning).

Achievements

1. 2022 Microsoft Partner of the year Award : **IoT (Finalist) Digital Twin Enterprise Platform.**
2. 2018 Q4 I&ES Awards: "**The League Exemplar**".
3. 2018 AR Game Development HACKHATHON 2018: Secured 1st position in India.
4. 2017 Q3 PES Award: "**The League Extraordinary**".

CERTIFICATIONS: [Click Here](#)

Declaration

I hereby declare that all the above information is correct and accurate. I solemnly declare that all the information furnished in this document is free of errors to the best of my knowledge. I hereby declare that all the information contained in this resume is in accordance with facts or truths to my knowledge.

Anurag Sen – 27-Jan-2023