

# Athithyan M. *Lead Unity Developer*

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📍 Kovilpatti, Thoothukudi.

## Profile

Lead Unity Developer with 8 years of experience in game development and AR/VR applications. Proficient in Unity3D, C#, and cross-platform development, with additional experience in Three.js for WebAR projects. Skilled in building immersive, scalable systems for mobile, web, and VR. Adept at leading teams and delivering interactive experiences that blend creativity with performance.

## Professional Experience

### **Lead Unity Developer**, *Augray Private Limited*

10/2019 – 07/2025 | Chennai, Tamilnadu, India.

- Led the development of immersive AR/VR experiences using **Unity3D**, delivering cross-platform applications for **Android**, **iOS**, and **Web**.
- Built AR applications using **ARFoundation**, **EasyAR**, and **8th Wall**, including object tracking, surface detection, and image-based interactions.
- Developed VR experiences with **OVR plugins**, incorporating spatial UI and hand-tracking interactions.
- Integrated an **AI-powered virtual sales agent** using **OpenAI** via **SparkAR plugin** in a VR sales project.
- Created interactive WebAR solutions using **Three.js** in conjunction with Unity-based workflows.
- Streamlined dynamic content management using **Addressables** integrated with CMS platforms.
- Maintained robust version control using **GitLab**, **Unity Collaborate**, and **Plastic SCM**.
- Collaborated with designers, project managers, and clients to ensure quality and on-time delivery.

### **Unity Developer**, *Vinora Studios And Technologies*

01/2018 – 06/2019 | Chennai, Tamilnadu, India

- Developed gameplay mechanics for match-three puzzle and infinite runner games.
- Built responsive UI and animations using Unity's animation system.

### **Junior Unity Developer**, *3Cubez Interactive*

06/2017 – 01/2018 | Chennai, Tamilnadu, India

- Designed and implemented UI for a bus simulation game.
- Created level designs and game flow structures.

## Projects

### **XRWorkflow**, *VR Sales Experience* | *Meta Quest 3* | *Unity (OVR)*, *Open AI*

Developed an interactive VR application for enterprise sales using **Meta Quest 3**, integrating an **AI-driven sales agent** powered by **OpenAI**. Built with **OVR** for immersive user interaction.

### **OneXR AR**, **Xperia (Triveni)**, **Tint AR (Idex)**, **RRSignature Fans**, **Suba AR**, **Hajj**,

*AR apps* | *AR Foundation* | *EasyAR* | *8th Wall* 

Cross-platform AR applications built using **Unity3D** with **ARFoundation**, **EasyAR**, and **8th Wall**. Delivered features such as surface tracking and Interacting features for commercial and industrial clients.

### **Color Space (Shalimar Paints)**, *Mobile App* | *Unity*, *OpenCV*

Created a mobile app that lets users visualize paint on walls in real-time using camera input. Leveraged **OpenCV** for dynamic texture masking and color blending.

### **Tada Time**, *3D Avatar Creator App* | *Unity*

Developed a fully customizable **3D avatar system** with facial features, accessories, and animation preview for personalized digital characters.

### **Gmmco Mission 323D3**, *Unity* | *Kinect* | *Event based game*

Designed and developed an interactive game using **Kinect sensor** input to simulate real-world machine operations. Built for EXCON, a construction equipment event, to promote the GMMCO brand.

### Choco Bees, Match3 Puzzle Game [🔗](#)

A candy-matching puzzle game with chain-reaction mechanics and power-ups. Designed levels and core game logic in Unity.

### Ancient Blox, Match3 Puzzle Game [🔗](#)

A tile-matching puzzle with a historical theme. Implemented gameplay progression, animations, and scoring system.

### Block Crafting, Block Puzzle Game [🔗](#)

A **block puzzle game** where players strategically place and rotate blocks to fill grids. Handled gameplay logic and level design.

## Skills

### Unity3D

2D/3D, AR, VR, Multiplayer

### AR/VR Tools

ARFoundation, EasyAR, 8th Wall, OVR

### Platforms

Android, IOS, Web, Windows

### Unity DOTS

Entity component system

### Three JS

WebAR Development

### C#

Gameplay, Tools, Architecture

### Multiplayer Networking

Photon, Unity Netcode

### Workflow Tools

Addressables, Unity UI/UX, Animation System, Shader graph

### Version Control

Plastic SCM, GitLab, GitHub

### Java Script

WebXR, ThreeJS

## Education

**Bachelor Of Engineering**, V. S. B. Engineering College  
Electrical and Electronics Engineering

2012 – 2016