

Hrithik Kumar

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Summary

Unity Game Developer | VR/XR/MR/AR Unity Programmer

Unity Game Developer with 2+ years of hands-on experience creating interactive games and XR experiences for PC, VR, and mobile. Passionate about designing smooth gameplay mechanics. Skilled in Unity3D, C#, game systems design, level building, and performance optimization. Built both 2D/3D games and training simulations using real-time engines. Strong collaborator with a deep love for game mechanics, prototyping, and storytelling.

Skills

Game Engines: Unity 3D, Unreal Engine 4 .

Languages: C#, C++, Python, HTML.

XR Toolkits: MRTK, XR Interaction Toolkit, Oculus SDKs.

Game Dev Skills: Gameplay Programming, Level Design, UI/UX, AI Systems, Physics Simulation .

Tools:Git, Visual Studio, Visual Code.

Experience

Metaloga Private Limited (formerly Revision Labs Private Limited) | Hyderabad

Associate XR ENGINEER | 06/2023 - Present

- Worked as an XR Developer specializing in VR, AR, and MR applications.
- Created interactive, immersive experiences using Unity 3D and C#.
- Developed game mechanics and implemented user interactions for platforms like Hololens and Meta Quest.
- Used tools like MRTK, XRToolkit, and Oculus to add advanced features.
- Delivered user-focused applications for training, simulations, and entertainment purposes.

Iliquid Labs | Hyderabad

Junior Game Developer(Intern) | 09/2022 - 06/2023

- Assisted in developing game mechanics and interactive features using Unity 3D and C#.
- Worked on implementing UI/UX elements and optimizing game performance.
- Gained hands-on experience in game development workflows and industry best practices.

Projects

XR Flight – VR Cabin Crew & Pilot Training Simulation (VR, PC/Quest)

Associate XR Developer / Programmer

Worked on multiple VR-based cabin crew and pilot training modules, creating realistic interactions and immersive simulations, including:

- Galley operations
- Fire safety equipment handling
- Pilot training modules & cockpit interactions
- Cabin safety equipment procedures

Relversive – Pain Management & Mindfulness App (VR, Oculus Quest)

- Developed guided virtual exercises with interactive visuals and audio cues.
- Implemented focus mechanics and breathing-based interactions for user relaxation.
- Integrated particle effects, shaders, and environmental feedback for immersion.

Forklift Simulator – Industrial VR Training (Personal Project, VR, PC/Quest)

- Designed forklift movement with realistic lift mechanics, collision handling, and box stacking.
- Implemented set-based system for loading/unloading crates with constraints.
- Added camera-based controls for VR headset interaction and safety checks.

Apache Helicopter Startup – VR Simulation (Personal Project, VR, PC/Quest)

- Built a cold-start procedure simulator with interactive cockpit switches, dials, and warning tests.
- Implemented step-by-step guided instructions with voice-overs and visual highlights.
- Designed training loop including APU, Engine Fire Tests, and startup sequence validation.

XR SpaceStation Defense – A VR Inventory & Combat Game

- Designed and implemented the **XR shooting system** with projectile physics, muzzle flash, and sound effects.
- Developed **Enemy Drone AI** with patrol, chase, and attack behavior.
- Integrated a **Modular Inventory System** supporting stackable and unique items (weapons, ammo, health).
- Optimized performance for XR devices like the **Meta Quest 2 and 3s**.

Lurkers – 3D Zombie Survival FPS (PC)

- Designed FPS mechanics including weapon systems, zombie AI, and puzzle-based level progression.
- Implemented NavMesh-based pathfinding, health systems, and UI for ammo/health feedback.

Blast the Blocks – Mobile Puzzle Game (Android)

- Designed tap-to-break mechanics with combo logic, score tracking, and level clear conditions.
- Built 5-level progression, mobile UI, and optimized performance for low-end Android devices.

Space Jam – 2D Platformer (PC)

- Built player movement, gravity, checkpoints, and hazards with custom 2D physics and animation.

Truck Controller – Vehicle Physics Simulation (PC)

- Developed off-road truck controller with realistic suspension using WheelColliders and torque curves.
- Created terrain challenges (mud, slopes) and tuned suspension physics for body roll and balance.

Education

ICAT Design And MediaCollege | Hyderabad, Telangana
BSc(Honors)Computer Science And Game Programming | 05/2023

- Graduated with CGPA of 8.22.

Srinidhi Junior College | Suryapet, Telangana.
Intermediate(12th MPC) | 03/2019

- Graduated with an aggregate of 64%.

Krishnaveni Talent School , | Suryapet, Telangana
Secondary School (10th Standard) | 04/2017

- Secured aggregate of 80%.

Hobbies & Interests

- Playing video games (FPS, VR, Puzzle, Simulation).
- Learning about aviation & simulators.
- Creative writing & storytelling.
- Fitness & outdoor activities.