

# DHRUVI H. CHOKSI

Game Designer | Unity/Unreal Developer | AR/VR Developer

Pomona, CA 91766 | +1-(909)-542-5928 | Dhchoksi.1699@gmail.com | linkedin.com/in/dhchoksi | github.com/dhchoksi | APK

## ABOUT ME

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AR/VR Developer with 4+ years of experience creating immersive, cross-platform applications using Unity, Unreal Engine, and C#. Skilled in 3D modeling, computer vision integration, and optimizing performance for Android/iOS platforms. Passionate about building interactive user experiences that combine art, technology, and real-world engagement.

## EDUCATION

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- California State Polytechnic University, Pomona — Aug 2023 – Aug 2025  
**Master of Computer Science**
- Atmiya Institute of Technology and Science — Mar 2016 – Mar 2020  
**Bachelor of Engineering in Information Technology**

## EXPERIENCE

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### Junior Technical Game Designer

#### Elite Neuro – CA, Remote | Jun 2025–Present

- Developed interactive VR game systems in Unity with focus on gameplay mechanics, performance, and 3D asset integration.
- Collaborated on **technical documentation** and **user experience** improvements across multiple form factors.
- Utilized **C#, Git, and Blender** to refine assets, lighting, and rendering pipelines for immersive environments

### VR Research and Technology Intern

#### Delta Airlines – Atlanta, GA | Jan 2025–May 2025

- Designed and developed two XR (AR/VR) training experiences using **Unity C#** for 2000+ operational staff, leading pre-production planning, asset integration, and technical support to meet enterprise onboarding and learning goals.
- Coordinated and executed large-scale 3 day **XR simulation** testing events with 200 participants, collaborating with cross-functional teams to monitor engagement, gather user feedback, and drive data-informed improvements.
- Managed asset creation and optimization workflows for LiDAR scan data from **Artec Leo, Artec Studio**, and **Blender**, while maintaining version control of 3D environments and UI systems in **Unity**.

### Project Manager & Level Designer

#### BooBoo Games – Ahmedabad, India | Jul 2022–Aug 2023

- Led the design and integration of 2D/3D assets, UI/UX systems, and gameplay logic across mobile, PC, and WebGL platforms.
- Led end-to-end production using **Unity, C#, and OpenCV** for advanced physics and rendering optimization, ensuring all deliverables met technical accuracy and creative intent..

### Senior Game Developer

#### DesaniXR – Remote, India | Dec 2021–Mar 2022

- Developed and deployed XR content for ground aviation using Unity and Unreal, leading innovation in new feature development and workflow improvements.
- Created integrated 3D assets and animations, collaborating with artists and animators to deliver polished, immersive experiences.

### Game Developer & Quality Analyst

#### TimeLoop Technologies – Remote, India | Nov 2020–Dec 2021

- Developed, tested, and debugged multi-platform games (PC, Android, iOS, WebGL) using **C#, Unity**, and object-oriented design.
- Integrated 2D/3D assets, followed asset management protocols, and maintained software documentation to support team workflows and collaborated with QA and development teams to resolve issues and deliver reliable software updates in an Agile environment.

## SKILLS

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- XR Platforms:** Unity, Unreal Engine, Horizon Worlds, WebXR, OpenXR, Meta SDK
- Core Skills:** XR workflow innovation, project management, R&D, rendering optimization, XR development
- Development:** AR/VR/MR systems integration, UX/UI design for immersive experiences, codebase adaptation, asset pipeline management, **C# (Unity)**, OOP, OpenCV
- Tools:** Blender, Adobe Creative Suite, version control (Git), project management tools (Trello, Jira), Artec Leo Scanner, Artec Studio