

Chandan Maurya

Senior Unity Developer

We are seeking a developer responsible for building games for various target platforms based on the Unity framework. Your primary responsibilities will be to implement game functionality translating design ideas, concepts, and requirements into a functional and engaging game. A commitment to collaborative problem solving, sophisticated design, and a quality product are essential.



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Noida, India 📍

07 October, 1992 📅

EDUCATION

Diploma

Dr AITH kanpur

07/2008 - 06/2011

Kanpur, India

Courses

- Computer Science & Engineering

WORK EXPERIENCE

Senior Unity Developer

Veative Labs Pvt Ltd

07/2016 - Present

Noida, India

Achievements/Tasks

- Designed and developed the HoloLens Daydream, Cardboard, Samsung Gear VR, HTC VIVE, Z space app
- Monitored and integrated game system plug-in
- Develop VR/AR/MR and Daydream app
- Research of new techniques and frameworks for new devices as HoloLens, Daydream, Samsung Gear VR, HTC VIVE, Z space, Acer windows mixed reality
- Strong knowledge of the .NET framework 2.0 or above
- Participate in the service organization's annual strategic planning process
- Getting to know the structure, processes and tools of our company, as well as our vision and strategy
- Exploring and integrating state of the art technologies using Unity and devices along with it
- Working closely together with the cross-brand rendering and visualization technology. Working on a complex solution base in a distributed team

Unity 3d Programmer

Designmate India Pvt Ltd

11/2011 - 08/2015

Ahmedabad, Gujarat

Achievements/Tasks

- Write clean, readable and reusable code that is well documented
- Coordinate to help define and develop limited-scale cross platform prototypes
- Code mobile apps to achieve test objectives
- Proficiencies desired: Objective-C, iOS, Android, Unity, HTML5, JavaScript, CSS
- Experienced Application Developer with launched products for iOS / Android
- Coordinate with internal and external creative resources to produce creative assets to be integrated into prototypes
- Quickly learn complex systems and new technologies
- Experience with API creation / management

ADDITIONAL INFORMATION

Nature of Disability: 60% orthopedic handicapped with left leg but able to move without any support.

SKILLS

Conceptual knowledge of data representations

Profound knowledge of new technologies for integration

Solid understanding of services and servers

Exceptionally skilled at 3D computer graphics

Substantial technical acumen of programming areas

Well versed with game engine systems

Thorough understanding of 3D linear algebra

Understand game experiences and designing concepts

C#, C++, AR Core, AR KIT

PERSONAL PROJECTS

AK-47 (04/2017 - 05/2017)

- Identify the parts used in construction of AK-47 and Understand the working of AK-47 in - semiautomatic firing mode - fully automatic firing mode

V8 Engine (08/2017 - 09/2018)

- Explore the design of a V8 engine. - Explain each part of a V8 engine.

Human eye and cataract (12/2018 - 01/2019)

DC Motor (03/2018 - 04/2018)

- Explore the internal view of a DC motor. Describe the parts used in construction of a DC motor. Explore the effect on the rotation speed of DC motor by: -varying the current...

ORGANIZATIONS

Veative Labs PvtLtd (07/2016 - Present)

Senior Unity 3d Developer

CERTIFICATES

AR Apps|Unity & A Cloud Based AI (04/2020 - 05/2020)

Multiplayer Augmented Reality (AR) Game With Unity (06/2020 - 07/2020)

LANGUAGES

Hindi

Full Professional Proficiency

English

Full Professional Proficiency

INTERESTS

Playing chess

Computing(Artificial Intelligence)