ANISH DOGRA

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SUMMARY

Unity Game Developer skilled in C#, gameplay systems, and AR/VR development. Experienced in optimizing performance, implementing AI, and integrating SDKs for mobile and VR platforms. National-level hackathon finalist with a strong portfolio of Unity projects.

EDUCATION

Chitkara University
Bachelor of Engineering in Computer Science and Engineering
Navy Children School
Higher Secondary Education(CBSE

ACHIEVEMENTS

National Finalist HackIndia 2024   Oct 2024
Secured a finalist position for a decentralized Web3 chat app; recognized for innovation and technical excellence.

Hate Speech Detection Hackathon (India-Israel)   Apr 2024
Finalist for building an AI-powered Hate Speech Detection solution.

PROJECTS

AR Flashcard Learning App ⊙ Source Code | *Unity, AR Foundation, C#, Android*   **Aug 2024**
- Developed and deployed a commercial AR-based learning application for early learners (ages 3–7), generating revenue of INR 20,000 (shared between two developers).
- Implemented flashcard recognition to display 3D models of fruits, vegetables, animals, and vehicles with interactive animations and voice narration.
- Built gamified **Quiz Mode** and **Puzzle Mode** with tap, drag-and-drop, and feedback animations to reinforce learning.
- Optimized performance for Android smartphones and tablets, ensuring smooth AR experiences for children.

Portfolio (3D) ⊙ Source Code | *Next.js, Three.js, React*   **Mar 2025**
- Designed an interactive 3D portfolio showcasing projects with WebGL scenes and animations.
- Optimized performance using modular components, lazy loading, and Vite.

2D Mobile Platformer Game ⊙ Source Code | *Unity, C#, Tilemap, Sprite Sheet*   **May 2024**
- Built a winter-themed 2D platformer with physics-based movement, collisions, health UI, and scoring system.
- Implemented object pooling and event-driven scripts for efficient gameplay.

SKILLS

Languages: C#, C++ (Intermediate)
Game Development: Unity, XR Toolkit, Oculus SDK, AR Foundation, Physics, UI (UGUI), Animation, Object Pooling, Performance Optimization (Profiler/Memory Tools)
Mobile/SDKs: Firebase, Ads & IAP integration, Analytics SDKs
Tools: Git/GitHub, VS Code, Unity Profiler, Blender, Photoshop
Other: Linux, REST API integration

EXPERIENCE

Virtual Reality Exposure Therapy for Anxiety   **Mar 2025 – Present**
Research Project (Chitkara University)
- Developing immersive VR environments in Unity/C# to assist Generalized Anxiety Disorder (GAD) therapy.
- Implementing adaptive difficulty with interactive NPCs for gradual exposure and desensitization.