



Fire Extinguisher Training

Developed a **realistic VR training simulation in Unity** to teach fire safety skills in an engaging, controlled environment.

- **Interactive Simulation:** Users perform realistic actions such as grabbing the extinguisher, removing the safety pin, and extinguishing fires.
- **Performance Tracking:** Tracks metrics like task completion time and extinguisher usage to evaluate user efficiency.
- **Detailed Feedback:** Provides a post-training performance report to help users assess and improve their fire safety skills.
- **Immersive Experience:** Features a simulated room environment designed for high engagement and practical learning.

Skills/Tools: Unity, C#, VR Interaction Design, Performance Tracking Systems.