

# Asmit Singh Chauhan

[LinkedIn](#) [GitHub](#)

Email: [blr.asmit@gmail.com](mailto:blr.asmit@gmail.com)

Mobile: +91-8867096611

## EDUCATION

- SRM Institute of Science and Technology** Kattankulathur, Chennai  
*B.Tech in Computer Science - Software Engineering (CGPA: 9.11/10)* September 2022 - June 2026

## EXPERIENCE

- Smollan for Google** Remote  
*Unity Developer - Intern* September 2024 - January 2025
  - Built scalable, resolution-adaptive UI components in Unity's UI Toolkit.
  - Collaborated with a 5-member team to implement responsive and user-friendly interfaces for various applications, ensuring seamless performance across devices.
- Constituents AI and Technologies Pvt. Ltd.** Remote  
*Unity VR Developer - Intern* September 2024 - October 2024
  - Created immersive VR educational content for 8th–10th grade science subjects (biology, physics, chemistry).
  - Designed interactive learning modules with subject experts to improve engagement via practical simulations.
- SRM Next Tech Lab** Kattankulathur, Chennai  
*Member, Game Developer* September 2023 - Present
  - Contribute to Next Tech Lab, a student-run multidisciplinary research lab, collaborating on innovative projects and exploring new technologies.
  - Collaborate on 10+ projects, strengthening teamwork, cooperation, and problem-solving skills.

## SKILLS

- Languages:** C#, C/C++, Go, Python, HTML/CSS
- Databases:** PostgreSQL, MySQL, SQL
- Frameworks:** ReactJS, Tailwind CSS, .NET
- Tools & Technologies:** Unity, Docker, Goose (DB migrations), REST APIs, SwaggerUI, OpenAPI spec, Dapper, Entity Framework, Azure Data Studio
- Soft Skills:** Teamwork, Collaboration, Time Management, Communication, Interpersonal Skills

## PROJECTS

- Project Vasundhara (C#, Unity, XR Interaction Toolkit):**
  - Designed an immersive VR learning tool for upper elementary and middle school students to visualize and interact with scientific concepts.
  - Built and optimized an inventory and object interaction system using XR Interaction Toolkit, enhancing engagement and performance.
  - Collaborated with a 5-member team, conducting iterative playtests to refine UX and ensure an impactful educational experience.
- Workout Tracker API (Go, PostgreSQL, Docker):**
  - Built a RESTful backend with full CRUD operations for workouts, entries, and users, backed by a normalized relational schema.
  - Implemented secure authentication with bcrypt password hashing, token-based sessions, and middleware for request-level authorization.
  - Managed database schema changes with Goose migrations and transactional logic for data integrity.
  - Containerized PostgreSQL with Docker for reproducible local environments and streamlined setup.
- Tapri (C#, Unity):**
  - Designed core gameplay mechanics and game loop with a focus on smooth animations and player experience.
  - Delivered under tight deadlines, achieving Top 10 overall and 2nd place in the Game Dev Track at NMITHACKS 2024.

## ACHIEVEMENTS AND CERTIFICATES

- AWS Certified Cloud Practitioner**
- Alteryx Designer Core**
- Unity Junior Programmer Badge**
- 1st place at CAD 2.0 Hackathon for Project Vasundhara, developed within 36 hours.