Gulshan Sankhyan

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WORK EXPERIENCE

Multiple Clients — 2023 – Present
Software Developer — Remote
- Engineered interactive solutions for real-time communication with a virtual 3D avatar, leveraging advanced Large Language Models (LLM) and Unreal Engine's Metahuman technology as a freelancer.

Royal Bank of Canada — 2022 – 2023
Software Developer — Toronto, Canada
- Integral member of RBC's Innovation Team in the Immersive Technology sector, driving the R&D of 6 Extended Reality (XR) initiatives, encompassing both AR and VR technologies primarily in Unity3D.
- Spearheaded the design and engineering of AR/VR prototypes, achieving high compatibility and user-centric interaction across multiple devices and platforms.
- Constructed application prototypes using Unity, following best practices and utilized rapid prototyping techniques to quickly iterate and refine application designs based on user feedback.

ONGC — 2021 – 2022
Programming Officer — Dehradun, India
- Developed web application using C# and ASP.NET, including an application for visualizing seismic survey data and another for facilitating employee requests and approvals for office party needs

EDUCATION

Master of Engineering Design — 2021 – 2023
McMaster University — Hamilton, ON, Canada

Bachelor of Computer Science and Engineering — 2016 – 2020
Jaypee University of Information Technology — Solan, H.P., India

PROJECTS

Inner Bushido - Samurai Swordsmanship Simulator — 2023
Unity, C# — Royal Bank of Canada
- Collaborated with a team of three developers to create a Mixed Reality Educational Samurai Swordsmanship Simulator experience using Meta's new SDK for the 'Meta Quest Presence Platform Hackathon 2024'.
- Contributed by developing the Main Menu Scene in VR, implementing User Authentication and cloud save functionality, and creating a pokable User Interface optimum for virtual environment.

Lacrosse VR — 2023
Unity, C# — Royal Bank of Canada
- Engineered a lacrosse shooting mechanism targeting Quest 2 VR headset platform for North American Indigenous Games 2023 in partnership with RBC.
- Implemented three challenges, including fastest shot, accuracy, and longest shot, to create an engaging and immersive experience for the user.

Wealth Management AR — 2023
Unity, C# — Royal Bank of Canada
- Constructed the UI for Wealth Management AR app in Unity, enabling phone camera to scan objects and provide info about RBC funds to encourage investing, including comparison with index funds.
- As of April, the team was working to enhance accuracy and speed with an improved object-detection model.

TECHNICAL SKILLS

Game Engines: Unity, Unreal
Programming: C#, Blueprints, C++, JavaScript, Python
Other: Figma, Blender, React, HTML5, CSS3, Node, SQL, REST API, GCP, AWS, Azure, Git, GitHub, ChatGPT, Jira

ACCOMPLISHMENTS

Meta Quest Presence Platform Hackathon 2024: Collaborated with a team of five to develop an educational tool for learning traditional Samurai Swordsmanship in an Immersive setting using Meta's cutting-edge spatial technology.
VR Core+ Demo: Led a comprehensive VR product demonstration to a group of RBC employees, highlighting the product's features and benefits and streamlined the product features by integrating user feedback.