

hardik dhameliya

Sr. Unity 3D Developer

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<https://hardik251925.github.io/>

Profile summary

Highly accomplished Unity 3D Developer with 6+ years of expertise in immersive AR/VR/MR solutions, multiplayer systems, and cross-platform apps. Specialized in architecting interactive metaverse environments, integrating Web3, NFTs, and AI-driven features. Proven track record delivering high-performance VR applications (60—90 FPS), optimizing pipelines, and leading end-to-end development cycles. Experienced collaborator, known for world-class delivery and client satisfaction—especially with Japan-based stakeholders.

Skills: Unity3D, Virtual Reality, Augmented Reality, WebGL, Photon Networking, Fusion, Socket.io, AI Tools Unity 6

Certifications

- Unity Multiplayer Photon Fusion 2
- AR/VR Development Mastery
- Photon Networking Multiplayer Systems
- Advanced Unity Performance Optimization

Work experience

Sr. Unity 3D Developer — No Borders Technologies pvt Ltd

Apr 2020 - Nov 2025

- Led XANA Metaverse's global rollout (Saudi Arabia, Dubai, Osaka)
- Designed multiplayer networking for real-time VR/WebGL interactions
- Implemented Web3 login, NFT asset management, avatar customization, spatial voice chat
- Integrated AI-powered NPC chat models for immersive storytelling
- Built AR Zombie Game (50K downloads, MapBox SDK)
- Delivered optimized VR experiences (Oculus Quest 3, full-body tracking, stable 60 FPS)
- Boosted overall platform performance by 40% through advanced debugging and optimization

Sr. Unity 3D Developer — Advantal Technologies, Indore

Mar 2017 - Apr 2020

- Built high-fidelity VR UI/UX for Oculus Go (90 FPS)
- Developed UNB Virtual Museum (interactive exhibits, HTC Vive/Oculus Rift)
- Created Multiplayer VR Office Platform (50 simultaneous users)
- Delivered educational/enterprise VR simulations (real-time data visualization)

Projects

XANA Metaverse

60 Months

Multi-region cities, avatars, networking, AI NPCs, Web3 infrastructure.
Included All plateform Like Android, IOS, Desktop ,Web GL , VR (Oculus Quest 3s Meta).

AR Zombie Game

24 Months

Location-based AR (50K downloads, MapBox)
Custom Map Android and IOS

UNB Virtual Museum

48 Months

3D artifacts, dynamic lighting, VR locomotion
Multiple Plateform HTC VIVE ,Oculus Rift , Desktop

Meetings, presentations, avatars, real-time voice
Multiple Platforms Android , IOS ,VR HTC VIVE , OCULUS GO

Education

MCA Computers	2015
Shri Vaishnav Institute of Management & Science, Indore	
Grade - 7.4/10	
B.Sc Computers	2011
Gujarati science college	
Marks - 64%	
12th	2008
Madhya Pradesh, Hindi	
Marks - 58%	
10th	2006
Madhya Pradesh, Hindi	
Marks - 69%	

Extra-curricular activities

Delivered 8 global AR VR MR projects

Achieved 40 percent performance improvement across projects

Maintained 95 percent client satisfaction (recognized by Japan HQ)

Designed scalable metaverse architectures (thousands of users)

Declaration

I Hereby Declare That All The Information Provided Above Is True To The Best Of My Knowledge.

Additional information

Hobbies: AR/VR Innovation Game Prototyping Cricket & Team Sports Exploring Immersive Technologies,Cricket, Coding

Languages: Hindi, Gujarati, English