Subject: Application for Senior Unity 3D Developer / AR-VR Developer

Dear Hiring Manager,

I am writing to express my interest in the Senior Unity 3D Developer / AR-VR Developer position at your organization. With over 6 years of experience in Unity 3D, immersive AR/VR/MR solutions, multiplayer systems, and cross-platform development, I have a proven track record of delivering high-performance, production-ready applications across WebGL, mobile, desktop, and VR platforms.

In my current role as Sr. Unity 3D Developer at No Borders Technologies Pvt. Ltd., I led the development and global rollout of the XANA Metaverse across regions such as Saudi Arabia, Dubai, and Osaka. My responsibilities included architecting multiplayer networking for real-time VR/WebGL interactions, implementing Web3 login and NFT asset management, building avatar customization systems, and integrating spatial voice chat and AI-powered NPCs to create highly engaging user experiences. I also developed a location-based AR Zombie Game using MapBox SDK, which achieved over 50K downloads, and delivered optimized VR experiences for Oculus Quest with full-body tracking at a stable 60 FPS.

Previously at Advantal Technologies in Indore, I worked as a Sr. Unity 3D Developer focusing on enterprise and educational VR simulations. I built high-fidelity VR UI/UX for Oculus Go at 90 FPS, developed the UNB Virtual Museum for HTC Vive and Oculus Rift, and created a multiplayer VR office platform supporting more than 50 simultaneous users. Across these projects, I consistently focused on performance optimization, scalability, and robust networking to ensure smooth user experiences.

My technical expertise includes Unity3D, Virtual Reality, Augmented Reality, WebGL, Photon Networking, Fusion, Socket.io, and AI-driven tools, along with hands-on experience deploying projects on Android, iOS, desktop, and various VR headsets. I have also completed certifications in Photon Fusion multiplayer development, AR/VR Development Mastery, Photon Networking Multiplayer Systems, and Advanced Unity Performance Optimization, further strengthening my ability to design and maintain complex real-time applications.

Throughout my career I have delivered more than eight global AR/VR/MR projects, improved performance by up to 40% across multiple titles, and maintained a 95% client satisfaction rating, including consistent recognition from Japan-based stakeholders for quality and reliability. I am confident that this combination of deep technical skills, metaverse architecture experience, and end-to-end ownership can add strong value to your team.

Thank you for considering my application. I would welcome the opportunity to discuss how my experience in Unity, AR/VR/MR, and metaverse development can contribute to your upcoming projects.

Sincerely,

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