

# hardik dhameliya

Sr. Unity 3D Developer

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## 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
<ul style="list-style-type: none"><li>• Led XANA Metaverse's global rollout (Saudi Arabia, Dubai, Osaka)</li><li>• Designed multiplayer networking for real-time VR/WebGL interactions</li><li>• Implemented Web3 login, NFT asset management, avatar customization, spatial voice chat</li><li>• Integrated AI-powered NPC chat models for immersive storytelling</li><li>• Built AR Zombie Game (50K downloads, MapBox SDK)</li><li>• Delivered optimized VR experiences (Oculus Quest 3, full-body tracking, stable 60 FPS)</li><li>• Boosted overall platform performance by 40% through advanced debugging and optimization</li></ul>	
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 Plateforms Android , IOS ,VR HTC VIVE , OCULUS GO

Education

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

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