

AJITHKUMAR

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SUMMARY

XR Developer with 3+ years of experience in building immersive AR, VR, and MR solutions using Unity (C#) and Unreal Engine (Blueprints, C++). Skilled in delivering interactive simulations, photorealistic visualizations, and enterprise training tools across Android, Windows, HoloLens, Quest, and Pico platforms. Proven track record of developing high-performance, multi-platform applications with cross-functional collaboration.

WORK EXPERIENCE

Novac Technology Solutions, Chennai

Jun 2022 - Present

Senior XR Developer

- Developed and deployed AR/VR/MR applications using Unity and Unreal Engine across Quest, HoloLens, and PC platforms.
- Integrated XR features like hand tracking, spatial mapping, and REST API communication.
- Collaborated with cross-functional teams to deliver immersive training and simulation solutions.
- Mentored junior developers and optimized project performance for multi-platform builds.

SKILLS

- **Game Engines:** Unity (C#), Unreal Engine (Blueprints, C++)
- **XR SDKs:** XR Interaction Toolkit, MRTK, Oculus Integration, Vuforia
- **Platforms:** Android, Windows, WebGL
- **Devices:** Meta Quest 1/2/3/3S/Pro, HoloLens 2, Pico Neo 3
- **Rendering:** URP, HDRP, Lumen
- **Core Features:** Hand Tracking, Spatial Mapping, Generative AI
- **Tools & Integrations:** REST APIs, JSON, Git, Plastic SCM

EDUCATION

Bachelor of Vocation in Augmented Reality and Virtual Reality Periyar University

Jun 2019 - May 2022

- Game development fundamentals
- 3D modeling & animation (e.g., Blender, Maya)
- Unity development

PROJECT EXPERIENCE

VR Escape Room – IDFC Bank

Platform: Android (Standalone VR) | **Tech:** Unity, C#, XR Interaction Toolkit

- Built a VR escape room to train IDFC employees in critical thinking and collaboration.
- Developed immersive puzzles using XR Interaction Toolkit.
- Captured session data (completion time, retries) and transmitted via REST API
- Integrated with backend for admin dashboard performance analytics.

Rocket Launch & Satellite Deployment – Thinkmate

Platform: Android (Standalone VR) | **Tech:** Unity, C#, XR Interaction Toolkit

- Designed a VR experience for satellite deployment and solar system exploration.
- Enabled planetary interaction and orbit simulations to educate users.

Dental Instrument Sterilization – Easy Dent

Platform: Android (Standalone VR) | **Tech:** Unity, C#, XR Interaction Toolkit

- Developed a VR training module for dental sterilization workflows.
- Implemented guided XR interactions for step-by-step learning.

Motor Assembly Simulation – Flowserve

Platform: Windows PC | **Tech:** Unity HDRP, C#

- Engineered a high-fidelity motor assembly simulation using HDRP.
- Supported keyboard, touch, joystick, and gamepad inputs.
- Delivered as a custom installer for enterprise deployment.

3D Data Visualization in VR – Internal Product

Platform: Android (Standalone VR) | **Tech:** Unity, C#, OVR

- Created VR dashboards visualizing data from Excel via server API.
- Developed interactive 3D charts and spatial layouts for insight delivery.

Virtual Shopping Mall – Shriram

Platform: PC & PCVR | **Tech:** Unreal Engine, Blueprints, Open XR, C++

- Built a virtual mall with AI receptionist, NPC crowd, and gamified zones.
- Focused on modular design, immersive lighting, and branded experience.
- Delivered as part of Shriram's "Super App" experience.

Cinematic Experience – Albaqee

Platform: PC & PCVR | **Tech:** Unreal Engine, Blueprints, Open XR, C++

- Directed a cinematic war-themed sequence using Niagara VFX and Chaos.
- Rendered immersive PC and PCVR Application for narrative storytelling.

Immune System VR Training – Roche CIT

Platform: Android (Standalone VR) | **Tech:** Unity, C#, XR Interaction Toolkit

- Built an interactive VR journey explaining immune system processes.
- Featured narrated guidance and medically accurate visuals.

MR Data Visualization – Internal POC

Platform: HoloLens (Windows) | **Tech:** Unity, MRTK, C#

- Developed anchored holographic bar charts using spatial mapping.
- Delivered as a POC for enterprise mixed reality data insights.

ADDITIONAL INFORMATION

- **Languages:** English, Tamil
- **Certifications:** Unreal Engine 5 C++ Developer - [Udemy](#)
- **Awards/Activities:** Star of the Quarter Award, Novac Technology Solutions
Recognized for outstanding contributions to project innovation and performance excellence.