

# Dhruv Bhojaraj

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## EXPERIENCE

### Next Tech Lab

Nov 2022 - Present

Board Member

- QS award-winning student-led research lab of 5 departments dedicated to working on latest technologies in their fields, including ML, Game and App Development, Extended Reality, Cryptography/Cyber-Security and IOT.
- Handled Management of Pausch Lab, taking interviews and handling events such as game-jams.

### InsightXR

Feb 2024 - May 2024

Unity VR developer

- Constructed InsightXR's Package for Unity VR development, including sample scenes, documentation, API etc.
- Devised the main pipeline for motion data and hand pose serialization, motion replay and WebGL export, combined with AWS S3 deployment

### Realm18 Studios

Sep 2022 - Oct 2023

Assistant Story Writer and Terrain Modeller

- Created Terrain in Unity using sculpting tools and texture painting, used Blender to make initial design
- Made story elements for the game, including character back story, world lore, etc

## EDUCATION

SRM Institute of Technology, Chennai, Tamil Nadu, India

Sep 2022 - Jun 2026 (Expected)

Bachelors in Computer Science

**Relevant Coursework** : Metaverse (Digital Twinning), Computer Graphics and Animation.

**Relevant Certifications** : Unity VR Development, Unity Mobile AR Development

## PERSONAL PROJECTS

**Wand Game VR** | Unity3D, XR Interaction Toolkit, Blender, C#, NewtonSoft JSON.Net

- Spell casting VR experience to give the player the power to draw shapes and letters in the air for different actions
- Utilizes Procrustes analysis for letter recognition, resulting in nearly instantaneous response times.
- Gives open-source enthusiasts the opportunity to contribute more shapes through the modular design of the system

**Project Vasundhara** | Unity3D, XR Interaction Toolkit, Blender, C#, NewtonSoft JSON.Net

- VR interactive experience aimed to teach Chemistry to children from elementary to middle school.
- Helps demonstrate the connection between chemistry and the real world through minimalist 3d rendering.
- Wrote a modular crafting system that uses JSON to create recipes; Created the molecule name viewing system.

**Ray Engine** | C#, RayLib-cs

- Unity-like engine written in pure C# via RayLib acting like a wrapper to allow more OOP and Component like development.

**Music Tunnel** | Blender 3D, Geometry Nodes, Eevee Engine

- 3D Neon Tunnel experience made through Procedural Geometry depicting flow of music in a person's mind

**Procedural Galaxy Generator** | Unity3D, Spline

- 3D Galaxy Generator that builds a unique arrangement of visually appealing stars in combination of Unity's Spline Package, and GPU Mesh Instancing

**Rocky Planet 'n Moon** | Blender 3D, Shader Nodes

- 3D animation of a planet and its moon, using procedural material creation made on Blender's Shader Node System

**Alien technology Orb** | Blender 3D, Geometry Nodes

- 3D art of an alien liquid metal orb floating on an unnamed planet

**Dimension Rendering** | Unity3D, AR Foundation, Blender3D

- 3D Viewer that places a portal on any wall to show what looks like another dimension through the portal

## SKILLS

**Languages** - C, C#, C++, Java, Python

**Frameworks** - Unity3D, Blender3D, AR Foundation, Unity XR interaction Toolkit, Raylib-cs, JSON.Net

## ACHIEVEMENTS

CAD 2.0 - Won 1st Place for creating a VR application in the field of EdTech.

[PROJECT LINK]

Walmart Sparkathon - 3D Catalog viewer with GLTF loading along with information fetching from dashboard

[PROJECT LINK]

SIH and IndiaHCI (SDC) - Interactive Social VR Application created to aid students with learning disabilities

[PROJECT LINK]

Last updated September 2, 2024