Dhruv Bhojaraj

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ABOUT ME

Coming from Hyderabad, I am on a passionate journey to become an AR/VR Developer. My deep fascination with VR Tech led me to actively working on widening my project portfolio.

EDUCATION

CSE - B.Tech
SRM Institute of Technology
2022 - Ongoing

LINKS

- Github
- Linkedin
- 3D Art - Art Station
- Itch.io Demos

SKILLS

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

Frameworks - Unity3D, Blender3D, AR Foundation, and Unity XR interaction Toolkit

ACHIEVEMENTS

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

EXPERIENCE

Next Tech Lab - Syndicate   11/22 - Ongoing
- 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.
- India(Chennai) - In Person

InsightXR - Unity VR developer   02/24 - Ongoing
- Wrote a system to record motion data of users in VR to then be serialized for display outside the application
- Contributed to general bug fixes and hand pose serialization for the Open Source SDK
- (India)Bangalore - Remote

Realm18 Studios - Assistant Story Writer and Basic Terrain Modeller   07/22 - 10/23
- 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
- Canada - Remote

PERSONAL PROJECTS

TimeStriker   Game Development
- A Top down shooter where the player must balance survival and time

Procedural Road Generation   Game Development
- An Attempt at implementing the Wave Function Collapse algorithm to create a simple road system on a tile board

Door Animation   Blender 3D
- A 3D animation depicting the different labs under Next Tech Lab

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

Alien technology Orb   Blender 3D
- A depiction of an Alien Liquid metal like technology caging a fiery orb

Stylized Game Animation   Blender 3D
- 3D Animation made to depict a stylized version of a simple mechanic in a video game

Dimension Rendering   AR Development
- Uses Unity3D and AR Foundation to place a portal on any wall
- The Viewer will see what looks like another dimension through the portal

Project Vasundhara   VR Development
- A VR interactive experience aimed to teach Chemistry to children from elementary to middle school.
- Portrays a way to demonstrate the connection between chemistry and the real world.

The Architectural Review   VR Development
- Project assignment part of the Unity Learn's VR pathway course
- Allows the user to teleport around a simple house model and letting them interact with available objects

Tile Building System   Game Development
- A system created in Unity to build tiles in a sustainable manner, and add unique attributes like growing trees on spawning the tile as a Quarry

VR Shooter   VR Development
- A personal VR project where players can move around in VR and shoot targets available to test aim and reflexes
- All Models in the experience were modelled in Blender3D