VISHVEK METHWANI

Unity Developer (VR & Interactive Applications)

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CAREER SUMMARY:

Innovative **Unity VR Developer** with hands-on experience in developing **VR, AR, and interactive applications** for commercial, educational, and fitness solutions. Proficient in **C# programming, Unity Netcode, and VR optimization**, with a strong focus on **performance-driven development**. Passionate about creating immersive and engaging experiences through technology.

WORK EXPERIENCE:

AIC MUJ Incubation Foundation | Unity Developer Intern | Certificate

Oct 2024 - Jan 2025

- Developed a **VR game prototype** using Unity and Figma, demonstrating technical creativity.
- Collaborated with industry experts, showcasing problem-solving and execution skills.
- Optimized project performance, ensuring smooth cross-platform functionality.

Constituents AI And Technology Pvt. Ltd. | Unity Developer Intern | Certificate

Oct 2023 - Dec 2023

- Designed and implemented **3D physics-based educational simulations** for training applications.
- Integrated interactive learning components, enhancing user engagement.
- **Optimized VR performance**, reducing latency and improving cross-device compatibility.

PROJECTS:

Beat Boxing VR | Link

19 November, 2024 - Present

- Developed an **interactive VR fitness game**, combining exercise with engaging gameplay.
- Implemented a **dynamic scoring system**, boosting motivation and competitiveness.
- Enabled **user-generated beatmaps**, allowing fitness trainers to customize workouts.
- Designed an **intuitive UI/UX** for seamless navigation and interaction in VR.

AnatoLab | Link

1 October, 2024 - 23 October, 2024

- Created a **VR heart dissection prototype** for medical training and education.
- Integrated **quizzes and interactive exploration**, enhancing learning outcomes.

EDUCATION:

B.Tech in Computer Science & Engineering (IoT and Intelligent Systems)

Manipal University Jaipur | 2022 – 2026

SKILLS:

- **Programming**: C# (Unity), Java (DSA), Python
- **VR/AR Development**: Unity (URP, Netcode), XR Interaction Toolkit, Oculus/SteamVR SDKs
- **Performance Optimization**: Profiling, FPS Optimization, Asynchronous Processing
- **3D Tools**: ProBuilder, Shader Graph, Timeline, Animation Rigging
- **Version Control & Agile**: Git/GitHub, Unity Collaborate, JIRA, Agile Development
- **UI/UX for VR**: Figma, Interactive UI Design, VR User Experience Optimization