MITU KUMARI

DETAILS

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4694654612

EMAIL
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LINKS

LinkedIn

Portfolio

SKILLS

Unity

Vuforia

VR

C#

Python

SUMMARY

Motivated AR/VR developer with ability to adopt the pace of technology. Highly organized, proactive and punctual with team-oriented mentality.

CERTIFICATIONS

Unity Certified Associate Game Developer

Unity Certified User: Programmer

EMPLOYMENT HISTORY

AR/VR Developer, Self Employee   Dallas,Tx
Jan 2022 — Present

AR watch: Developed a capability to experience the wristwatch by using your mobile device with key features like changing the watch band using Vuforia and Unity.

- Setting up 3d models in Unity
- Implemented Reflection and Occlusion Culling.
- Implemented UI and Animations.

AR Human Anatomy: Used multiple image targets to build an X-Ray simulator to scan the human body 3D model.

- Import packages with the Unity Package Manager
- Identify Key Aspects that make good Image Targets
- Work with multiple Image Targets

Solar System: Developed Solar System, with orbiting planets using Unity

- Implement basic variables with basic data types and access modifiers
- Implement Time Handling
- Implements Lights, Add Forces and Torque to Rigid bodies.
- Instantiate Game Objects Dynamically
- Implemented Audio

VR Tilt Brush: Build a simplified version of Tilt Brush Using Unity and Oculus GO

- Used XR Interaction Toolkit that demonstrates common interactions
- Implement Abstract Class and Inheritance.
- Setup VR Controllers in the Input Manager
- Implement 3D Buttons

Smiley Ninja: A game to test player reflexes, where the goal is to click and destroy objects randomly tossed in the air before they can fall off the screen.

- Developed the "Smiley Ninja" game and released on Google play store.
- Implemented Features such as Scoring System, Audio Sources, and Particle Effects.

Software Engineer, Zensar Technologies   Hyderabad

Jan 2021 — Dec 2021

- Involved in the initial Requirement Analysis phase and understanding user stories defined in Azure Dashboard
- Mobile Testing on physical iOS and Android mobile devices and Tablets.

QA Engineer II, Sumtotal Systems   Hyderabad

Dec 2016 — Jul 2018

- Involved in the initial Requirement Analysis phase and understanding user stories defined in Jira
- Used HP ALM for defect tracking.

Game Tester, Intone Neteworks   Hyderabad

Sep 2014 — Dec 2016

- Develop game prototypes to suffice Augmented reality for gaming characters using Unity.
- Responsible for testing consistency of game functionality and features across multiple iOS & Android devices.
- Identified issues, freezes, and glitches in all 50 levels of games.
- Interacted with developers and discussed technical problems, reported bugs, and supported the development team.