# NIKHIL BANSAL
## SENIOR XR DEVELOPER

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## PROFESSIONAL SUMMARY

Game Developer with deep expertise in designing immersive, interactive experiences across 2D, 3D, and VR/AR game platforms. Focused on creating high-impact, scalable gaming solutions that blend realism, performance, and intuitive user interaction. Experienced in developing simulation systems, interactive gameplay mechanics, and narrative-driven environments. Passionate about pushing the boundaries of game development to deliver compelling experiences in entertainment, training, and storytelling.

## SKILLS

**TOOLS AND TECHNOLOGIES**

Unity, ARCore, ARKit, OpenXR, WebXR, Lens Studio, Vuforia, MRTK, Three.js, Babylon.js, WebGL, OpenGL, C#, C++, Python, JavaScript, TypeScript, Reactive, HTML, CSS, Firebase, MySQL, Blender, Photoshop, Illustrator, OpenCV, Git

## PROFESSIONAL EXPERIENCE

Parallax Labs                                                                                      May 2022 - Present
Senior Game Developer | Full-time

- Created a VR-based interview and workplace simulator for individuals with autism, leading to 30% improvement in cognitive interaction during trials.
- Led the development of ISRO's first Space Flight VR Simulator, providing astronauts with spatial orientation and mission training.
- Designed and published a SnapAR filter themed around a cultural temple.
- Directed a Mixed Reality Game project in partnership with META, incorporating spatial gameplay and environmental storytelling with real-time performance >70 FPS on Quest devices.

Associate Game Developer | Full-time

- Developed an AR-based solar panel placement system with real-world measurement and automated report generation, reducing site planning time.
- Built an immersive VR Fire & Safety Training simulator adopted across 2+ industrial clients, improving training retention rates by 60%.
- Engineered a high-fidelity VR Operation & Maintenance simulator for the Indian Air Force, deployed in multiple stations, setting a new benchmark for defense simulation rollouts.
- Delivered a real-time 3D awning configurator website with interactive product visualization, real time visualization in AR.

Aim2Excel                                                                                      June 2021 - May 2022
Game Developer | Full-time

- Created 2D/3D game assets using Photoshop, Illustrator, and Blender for multiple game titles.
- Designed UI/UX for games like Traffic Lights and Ludo 3D following platform guidelines.
- Developed gameplay mechanics for both solo and multiplayer game modes.
- Optimized assets and reduced in-game load times by approximately 20%.

# EDUCATION

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES                    June 2019 - July 2023
Bachelor of Technology
Major: Computer Science with Specialization in Graphics and Gaming
CGPA: 8.73