

Nikhil Bansal

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WORK EXPERIENCE

Senior XR Developer

January, 2024 - Present

Parallax Labs

Mumbai, India

- **Directed the development of a Mixed Reality Game in partnership with META**, featuring **multiplayer support (using Photon Fusion)**, spatial gameplay, and environmental storytelling. Optimized performance to sustain **>70 FPS on Quest devices**, successfully launched in **Early Access (App Link)**, and received **positive community feedback on Reddit**.
- **Developed a VR-based Interview & Workplace Simulator** for individuals with autism, achieving a measurable **30% improvement in cognitive and social interaction** during controlled trials.
- **Contributed to the development of ISRO's first Space Flight VR Simulator**, enabling astronauts to train in **spatial orientation, mission readiness, and emergency scenarios** with immersive accuracy.
- **Designed and published a SnapAR filter** themed on a cultural temple, reaching a wide audience and showcasing expertise in mobile AR content creation.

Associate XR Developer

January, 2023 - December 2023

Parallax Labs

Mumbai, India

- **Developed an AR-based solar panel placement system** with real-world measurement and automated report generation, **reducing site planning time for installers and clients by 40%**.
- **Built and deployed an immersive VR Fire & Safety Training Simulator**, adopted by **2+ industrial enterprises**, leading to a **60% improvement in training retention and emergency response readiness**.
- **Engineered a high-fidelity VR Operation & Maintenance Simulator for the Indian Air Force**, successfully **deployed across multiple air stations** and recognized as a **new benchmark in defense simulation rollouts**.
- **Delivered a real-time 3D Awning Configurator Web Platform**, enabling interactive product visualization with **instant AR previews on mobile devices**, enhancing customer engagement and reducing pre-sales friction.

Game Developer Intern

June, 2022 - December 2022

AimToExcel

Remote, India

- **Created 2D and 3D game assets** using Photoshop, Illustrator, and Blender, contributing to multiple published titles.
- **Designed intuitive UI/UX** for games such as *Traffic Lights* and *Ludo 3D*, adhering to platform-specific guidelines.
- **Developed core gameplay mechanics** across both single-player and multiplayer modes, enhancing player engagement.
- **Optimized asset pipelines**, reducing in-game load times by **~20%** and improving overall performance.

SKILLS

Programming Languages: C#, C++, Python, JavaScript/TypeScript, HTML5/CSS3

Frameworks & Libraries: React, Babylon.js, OpenCV

XR / AR / VR Technologies: Unity (2D, 3D, XR, Multiplayer, Shaders), ARCore, ARKit, Vuforia, OpenXR, WebXR, MRTK, Lens Studio

Tools & Platforms: Git/GitHub, Firebase, Blender, Photoshop, Illustrator, WebGL, OpenGL, SFML

EDUCATION

University of Petroleum and Energy Studies (UPES)

2019 - 2023

Bachelors of Technology in Computer Science

CGPA : 7.65/10

with Specialization in Graphics Design and Gaming