NISHAN RAJENDRA MENDHE

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CAREER OBJECTIVE:

   To become a successful Unity 3D Professional and be part of the organization where I can use my skills to achieve the organization objective and get conductive environment to learn and grow.

SUMMARY:

- 4.5+ years of Professional hands-on experience in Virtual Reality / Augumented Reality development.
- Good knowledge of C, C++, C# programming.
- Experience on **IDE** like Visual Studio, Visual Studio Code, Unity 3D.
- Experience working on **Virtual Reality** Hardware like **Cardboard VR, Samsung Gear VR, HTC Vive VR, Oculus Go VR, Oculus Quest VR and Leap Motion.**
- Experience working on Virtual Reality SDK like **Cardboard SDK, Steam VR SDK, OpenVR SDK, Oculus SDK, Google VR SDK ,leap SDK**
- Experience working on **Augumented Reality** SDK like **Vuforia, Wikitude, ARCore, ARkit** .
- Mostly worked on the Research and Development of AR/VR and Multiple new SDKs.
- Worked on the Client Requirement based on the Project and improve the design as per my best understanding of the project.

EDUCATIONAL QUALIFICATION:
- Bachelor of Engineering (Electronics & Telecommunication) from Jhulelal Institute of Technology under RashtrasantTukadojiMaharaj Nagpur University (RTMNU), Maharashtra in the year of 2017 with **8.35 CGPA.**

- "**Advanced Embedded System training**" from date 18 Sept 2017 to next 6 months, at "**Vector India, Hyderabad**".

PROFESSIONALEXPERIENCE:

No	Company	Period
1	Mobile Programming LLC	December 2021 - Current
2	PurpleTalk India Pvt Ltd	July '18 – September 2021
3	Vector India Institute, Hyderabad (Professional training)	Sep'17 – Mar'18

PROJECTS:

1. Coffee Spilling Application AR

Description	Placing a Coffee Cup from one table to another in AR.
Duration and Team Size	Dec 2023 – Current.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Android / IOS Application
Technology	C#

2. MetaVerse In Housing Solution

Description	Multiplayer VR Conference Room where users can connect and make presentations and can communicate.
Duration and Team Size	Dec 2023 – Current.
Platform	Steam VR SDK, HTC Vive VR Device, Oculus Quest
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

3. Car Merger

Description	A simple math game needs to add numbers and update the car as per values.
Duration and Team Size	Sep 2022 – November 2022.
Platform	Android / IOS Application
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

4. Cube Dash

Description	Created an Hyper Casual game where we need to Dash the another cube and push the cube in the proper slot
Duration and Team Size	Sep 2022 – November 2022.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

5. Ball Rise

Description	Created an Hyper Casual game where we need to raise the ball on tap
Duration and Team Size	Sep 2022 – November 2022.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

6. Slice it Up

Description	Created an Hyper Casual game where there knife is able to cut the fruits
Duration and Team Size	Sep 2022 – November 2022.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

7. Del Monte Shopping VR Application

Description	Create a Multiplayer VR experience, users are able to interact with different objects and are able to place the object using cart and ui.
Duration and Team Size	May 2022 – August 2022.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

8. Fynd

Description	Created a beer Stand AR application using Vuforia. user can able to scale and locate the beer stand.
Duration and Team Size	March 2022 – April 2022.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

9. Agority

Description	Created a Video conference application where users can communicate with the user using the application.
Duration and Team Size	December 2021 – Jan 2022.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

10. Multiplayer MetaVerse

Description	Created a metaverse experience where users are able to join a room and choose the environment and go into the environment and are able to chat, communicate, and be able to meet another user.
Duration and Team Size	April 2021 – Sep 2021.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

11. Catching Trash in AR

Description	Created and interactive Recycle Bins where users are able to collect the Trash.
Duration and Team Size	March 2021 – April 2021.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

12. Jurassic Part Roller Coaster and Fairy Wheel

Description	.Created a virtual world theme of jurassic park and developed the interaction with roller coasters, users can take a ride of a roller coaster and Ferris wheel.
Duration and Team Size	Jan 2021 – Feb 2021.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

13. Virtual Tour

Description	Campus Tour, with multiple viveing with different 3d vehicle, like Golf Cart, Boat, Plane, user can change its position by interacting with the different Vehicle models.
Duration and Team Size	Dec 2020 – Jan 2021.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

14. Learn Reach JS, HTML, CSSr

Description	Learn HTML, CSS and React Js and develop and simple interactive web page using React
Duration and Team Size	April 2020 – Sep 2020.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

15. Active Shooter

Description	Virtual Reality training demo designed to showcase active shooter training for hospitals. This training will orientate you to a virtual reality environment and teach you how to move and interact with the objects. It will orient you to how you would respond in an active shooter crisis situation in the hospital.
Duration and Team Size	Feb 2020 – Mar 2020.
Platform	Steam VR SDK, HTC Vive VR Device
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

16.HDFC Investment Banking

Description	Developing an investment banking in VR, users can invest money by selection of multiple options given in the application.
Duration and Team Size	May 13 2019 – May 22 2019
Platform	Google SDK, Google CardBoard VR Device.
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code,
Technology	C#

17 .Solar System VR.

Description	Designed Solar System Tour in mobile VR for educational purposes so that users can explore different planets and their brief description by reading and listening to sound.
Duration and Team Size	May 19 2019 – June 7 2019
Platform	Google SDK, Google CardBoard VR Device.
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

18. Asian Paint Campus VR

Description	Asian paint project is based on overview of Asian paints it has different 360 Image and have descriptions on paint and walls. Users can explore different sections like home, office, shop, factory etc, users are able to explore this category.
Duration and Team Size	Jan 7 – Jan 22
Platform	Oculus SDK, Oculus Go VR.
Development Tools and OS	Windows 10, Unity 3D, Visual Studio Code.
Technology	C#

KEY STRENGTHS:

Quick learner and well organized.

Perform well in a challenging environment.

Have an ability to work individually as well as in a group.

PERSONAL DETAILS:

Date of Birth : 6th Sep 1995

Languages Known : English, Hindi, Marathi

Gender : Male

Marital Status : Single

Permanent address :Plot No 8, Lumbini Nagar, Chhindwada Road, Mankapur,

Nagpur, Maharashtra-440030

DECLARATION:

I hereby declare that above furnished particulars are true to the best of my knowledge and belief.

Place:

Date: Nishan Mendhe