

PIYON RAJ

Unity Developer (AR&VR)

Profile

Hello! I am PiyonRaj. I am an experienced Unity Developer with over 1.8 years of working experience in the IT industry. I mainly work on game design and programming in c# and XR Development also.

Work Experience

2023/Aug
-
2025/

GI Tech Private Limited ,Chennai

Unity Developer

- Working with the wider development team.
- 2D & 3D , UI&UX Designing With c# Script.
- Manage And Optimization for design and script

2025/Jan
-
2025/Apr

V4C Solutions , Kerala

HAL , Bangalore

VR Developer

- Working with Modular and whole team.
- 2D & 3D , UI&UX Designing and Simulations With c# Script.
- XR Development Plugins with Oculus
- Identify Bugs and resolve in VR Development.
- Realistic Interaction.



Project Summary

Casino Games

Is all of Online 2d&3d Betting Games, that games included functionality's are - login physics, Colliders, animation controllers, UI&UX designing, Plugins, Socket connection and dynamic result functionality with server data.

- | | |
|--|--|
| <ul style="list-style-type: none">Gulf TicketSuper 6Fortune 4Lucky 1Dream 5 | <ul style="list-style-type: none">Taj DrawJokerAce JokerDream 5 & Lucky 4 & Pick 3Taj Million |
|--|--|

VRTS

Is a Govt Project. Using the project , Realistic environment and realistic Movement using Rigid body and physics. Is for Learning purpose with Oculus.

Tejas - LCA1

Aircraft Parts Removal and Installation with guide & instructions
Seven project completed, Removal and Installation in Aircraft parts.

- +91 6382183062
- raj85piyo@gmail.com
- PiyonRaj
- KK Nagar, Chennai, 600078.

Education

Bsc Computer science
Alagappa University
2019-2022

HSC Bio Maths
Govt,HSC,School
2017-2019

Language

English
Tamil

Tools

- | | |
|--|---|
| <ul style="list-style-type: none">HtmlCssC#Excell | <ul style="list-style-type: none">WordPhotoshopGit&GitHubvs code |
|--|---|



Skills

- Unity 3D/2D Development
- C# Programming (OOP, Game Scripting)
- Physics, Animation, and plugins(Tween,DoTween)
- UI/UX Design and Optimization
- VR/AR Development (Oculus, ARCore)
- Source Control (Git)
- Cross-Platform Development (Mobile, PC, Consoles)