

Rohan L Malodia

XR Developer & Creative Director

Professional Summary

Key Skills & Expertise

Professional Experience

Projects Highlights

Achievements

Education & Certs

Contact Me

© 2025 Rohan L. Malodia

Ahmedabad, Gujarat, India

## Professional Summary

Highly innovative and results-driven Senior XR Developer & Creative Director with 8+ years of expertise specializing in immersive technologies (AR/VR/MR) and spatial computing. Proven leader in developing and launching commercial-grade, multi-platform solutions across real estate, enterprise, and education sectors. Excel at integrating cutting-edge AI/ML capabilities with spatial computing applications, optimizing performance, and leading cross-functional teams to deliver impactful, user-centric products. Seeking to leverage deep technical proficiency and leadership skills to drive innovation in immersive technologies within a forward-thinking organization.

Contact: rohanmalodia@gmail.com  
[LinkedIn Profile](#)

My Creative Philosophy

## Key Skills & Expertise

### Augmented Reality

- Vuforia, AR-Core, AR-kit, Wikitude, KudanAR
- Spark AR (Instagram), LensStudio (Snapchat)
- Niantic Lightship ARDK, ZappAR, 8th Wall, WebAR, Mind.js

### Game Technologies

- Unity3D, Unreal, A-frame, Three.js

### Databases

- SQLite, MySQL

### Configuration & Bot Tech

- TFS, GitHub (Bitbucket), Microsoft Bot Framework

### Virtual Reality

- Google Cardboard SDK, Google Daydream SDK
- Meta Quest, Quest 2, Quest 3, GearVR, WebVR

### Web Technologies

- HTML, JavaScript, ASP.NET

### Frameworks

- .Net Frameworks (4.0, 4.5), Microsoft Bot Framework

### Mixed Reality

- HoloLens SDK, Zapbox, JioGlass, Holoboard, Quest 3

### Programming & Technologies

- C#.NET, Xamarin, Xaml for Windows 8/10
- Windows 8/8.1/10 Application, Python, Kivy-Python

### Cloud & Automation

- Azure, Selenium, Selenium IDE

## Professional Experience

### Creative Director

Matrixbrains | Aug 2023 – Feb 2025

- Led a team of 4 AR/VR developers, overseeing the conceptualization, development, and delivery of 15+ innovative XR solutions across diverse business verticals.
- Directed product strategy and technical implementation, managing full project lifecycles from concept to successful deployment, resulting in a 15% increase in project completion efficiency.
- Spearheaded Proof-of-Concept (POC) development and successfully presented technical pitches to potential clients, contributing to a 20% growth in project acquisitions.
- Mentored junior developers, cultivating a high-performance team culture and improving overall technical capabilities.

### Independent Mixed Reality Solutions Provider

Remote/Freelance | Sep 2020 – Aug 2023

- Spearheaded the development and launch of a multiplayer VR Property Tour Platform, enabling real-time agent-client interactions and supporting 100+ concurrent virtual tours, significantly enhancing remote sales processes.
- Engineered advanced mapping solutions for accurate spatial representation and implemented real-time 3D space annotations, improving client understanding by 25%.
- Architected an Advanced Hiking Route Visualization System for the Netherlands, achieving highly stable AR overlay on vertical rock faces using Vuforia, enhancing user safety and navigation.
- Designed and deployed a Mixed Reality Table Tennis game for JIO Glass, demonstrating innovative interactive gaming on emerging eyewear platforms.

### Senior Software Developer

NINtec Business Consulting LLP | May 2016 – Aug 2020

- Led the full-stack development of multiple enterprise-grade AR/VR applications, collaborating with international clients to deliver customized mixed reality solutions that addressed specific business challenges.
- Developed a Toyota Car Visualizer MR application enabling real-time customization and visualization of vehicle models, reducing design iteration time by 30%.
- Architected an Advanced Hiking Route Visualization System for the Netherlands, achieving highly stable AR overlay on vertical rock faces using Vuforia, enhancing user safety and navigation.
- Provided critical support and troubleshooting for deployed applications, maintaining high uptime and performance standards.

## Projects Highlights

For detailed portfolio with visuals and demos that's not the part of NDAs, please visit: [YouTube](#), [Demos](#), [GitHub](#)

## Professional Projects

### Multiplayer VR Property Tour Platform

Developed and launched an innovative multiplayer VR platform for real-time agent-client property tours. Engineered mapping solutions, implemented 3D space annotations, and created scalable architecture.

Tech: Unity, Unreal Engine, 3ds Max, C#, VS Code, Custom Depth APIs.

### JIO-Hamleys Christmas AR Hunt

Developed location-based AR treasure hunt experience for JIO and Hamleys Christmas event. Created custom 3D assets and implemented precise GPS-based AR tracking.

Tech: 8thwall, Unity, C#.

### Toyota Car Visualizer

Developed a mixed reality application allowing real-time car customization and visualization. Engineered a system for dynamically modifying car parts and colors.

Tech: Unity, C#, 3D Modeling Tools.

### Advanced Hiking Route Visualization System (Netherlands)

Created a mixed reality application for visualizing advanced hiking routes on vertical rock faces. Achieved precise AR overlay stability.

Tech: Vuforia, Unity, C#.

### Multiplayer MR/VR Real Estate Platform (Quest 3)

Engineered and deployed a real estate platform enabling simultaneous multi-user interactions. This enhanced virtual property walkthroughs and collaborative design.

Tech: Unity, C#, Photon.

### Mixed Reality Table Tennis (JIO Glass)

Developed a mixed reality game for the JIO Glass platform. The game featured interactive 3D elements and realistic physics.

Tech: Unity, C#, JIO Glass SDK.

### R City Ride Experience

Developed a virtual reality experience for the R City Ride. Provided an engaging interactive ride experience to users.

Tech: Unity, C#, VR Platform SDKs.

## Augmented Reality Applications

### AR Tiles Surface Scanner

Created an AR application to scan and visualize tile patterns on surfaces. This facilitated interior design and visualization.

Tech: Unity, C#, ARKit/ARCore/Vuforia/8thWall.

### GolfAR Course Navigator

Developed an AR application for golf course navigation. Provided real-time information and guidance to golfers.

Tech: Unity, C#, ARKit/ARCore.

### AR Play Cards

Created an AR application linked to physical play cards. Brought characters and scenes to life through AR overlays.

Tech: Unity, C#, Vuforia/Image-Tracking AR SDK.

### Medical Tool Guide System

Developed an AR application to guide users through the proper use of medical tools. Enhanced training and procedural understanding.

Tech: Unity, C#, ARKit/ARCore/Vuforia.

### Live Snooker Aid

Created an AR aid for live snooker games. Provided real-time ball trajectory and strategic information.

Tech: Unity, C#, ARKit/ARCore.

## AI & Interactive Systems

### AI-Powered Virtual Assistant

Developed an AI-powered virtual assistant with conversational capabilities. Integrated dynamic 3D avatar systems for natural interactions.

Tech: Python, Unity, C#, Web APIs.

### HR QnA Bot

Created an AI-powered question and answer bot for HR-related queries. Provided instant and accurate responses to employee questions.

Tech: Python, Web Frameworks.

### Hybrid Chatbot System

Developed a chatbot system combining rule-based and AI-driven conversational flows. Offered versatile customer support and information retrieval.

Tech: Python, Backend Frameworks.

### Dictionary Learning Assistant

Created an interactive learning assistant focused on dictionary functions. Assisted users with word definitions and language acquisition.

Tech: Unity/Web, C#, JavaScript/Python.

### Interactive Animals VR Education

Developed an interactive VR educational experience featuring animals. Enabled immersive learning about various animal species.

Tech: Unity, C#, VR Platform SDKs.

## 3D Configurators & Visualization

### Interactive Interior Design Platform

Developed a platform for real-time interior design customization. Included intuitive interaction systems for object manipulation and real-time lighting.

Tech: Unity, C#, 3D Modeling Tools.

### 3D Boat Configurator

Created a 3D configurator allowing users to customize boat models. Provided interactive visualization of design choices.

Tech: Unity, C#, 3D Modeling Tools, PUVIZ.

### Furniture Customization Tool

Developed a tool for customizing furniture in 3D. Enabled users to modify designs and visualize changes instantly.

Tech: Unity, C#, 3D Modeling Tools.

### Real Estate WebVR Platform

Built a WebVR platform for real estate visualization. Allowed immersive virtual tours accessible via web browsers.

Tech: WebXR, JavaScript, A-frame/Three.js.

### AR Floor Plan Visualizer

Created an AR application for visualizing floor plans. Enabled users to see layouts in real-world scale.

Tech: Unity, C#, ARKit/ARCore, CAD Integration.

## Enterprise Solutions

### Windows File Downloader (Azure Integration)

Developed a Windows application for file downloading with Azure integration. Streamlined data transfer and storage operations.

Tech: C#, .NET, Azure SDKs/APIs.

### Multi-platform Audit System

Created an audit system compatible across multiple platforms. Ensured consistent data collection and reporting.

Tech: C#, .NET, Cross-platform Framework.

### Windows 10 Migration App

Developed an application to assist with Windows 10 migration processes. Automated and simplified system upgrades.

Tech: C#, .NET, Windows API.

### Selenium Automation Framework

Created an automation framework using Selenium for testing. Improved efficiency and reliability of software testing.

Tech: Python/C#, JavaScript, Selenium WebDriver.

### Instagram AR Brand Filters

Developed engaging AR filters for Instagram for brand promotion. Enhanced user engagement and brand visibility.

Tech: Spark AR Studio, JavaScript.

## Gaming & Interactive Experiences

### Prison Escape Puzzle Game

Developed a puzzle game based on a prison escape theme. Included various challenges and interactive elements.

Tech: Unity, C#.

### VR Horror Maze

Created a virtual reality horror maze experience. Designed to provide an immersive and thrilling interactive game.

Tech: Unity, C#, VR SDKs.

### 3D Painting Application

Developed a 3D painting application. Allowed users to create digital artwork in a three-dimensional space.

Tech: Unity, C#, Graphics Programming/Shaders.

### Flip & Match Social Game

Created a social game with flip and match mechanics. Focused on engaging users in a casual interactive experience.

Tech: Unity/Web-based Framework, C#, JavaScript.

### Interactive AR Treasure Hunt

Developed an interactive AR treasure hunt. Incorporated engaging elements for exploration and discovery.

Tech: Unity, C#, ARKit/ARCore/8thWall.

## Achievements & Recognition

- Honorable Mention - Niantic Lightship ARDK x Lenslist Competition (Innovative Idea)
- Best Innovation Team Award - Gateway Technolabs
- Technical Workshop Leader - Unity3D Training Sessions
- Multiple First Prize Awards in LAN Gaming Competitions (Gujrat Technological University and Ahmedabad University)

## Education & Certifications

Bachelor of Engineering, Computer Engineering

Gujrat Technical University | 2012-2016

### Certifications

- Certified Programmer in C (Aptech Education Center)
- Certified Windows 8 App Developer (Aptech Education Center)
- Certified Smart Pro.NET Developer (Aptech Education Center)