

Saravana Prakash R

XR DEVELOPER

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Objective

Innovative AR/VR Developer with a passion for creating immersive experiences and training solutions. Seeking to leverage expertise in virtual reality design and development to contribute to cutting-edge projects that enhance learning, safety, and engagement in dynamic environments.

Education

Bachelor of Engineering (Computer Science) Tagore Engineering College, Anna University • Aggregate: 6.18/10	Chennai, India 2014 - 2018
Higher Secondary School Certificate SRVS National Hr. Sec. School • Aggregate: 56.25/100	Karaikal, India 2013 - 2014
Secondary School Leaving Certificate SRVS National Hr. Sec. School • Aggregate: 75/100	Karaikal, India 2011 - 2012

Experience

Engineer - Immersive Tech JAN 2025 - Sep 2025 • Safety training module, vehicle simulator, and AR car configurator using ARCore.	Digifox Studio
AR/VR Developer May 2022 - Nov 2024 • Multi-sensory AR/VR applications using Unity and Unreal Engine for a variety of VR devices including Oculus Quest, HTC Vive, and Vision Pro. • Completed over 250+ hours of specialized training in AR/VR development, gaining expertise in Unity.	Madras Mindworks
Web Developer June 2021 - May 2022 • Maintained websites, ensuring responsiveness and efficiency. • Collaborated with cross-functional teams to enhance user experience and optimize web performance.	Avon Solutions

Projects

Jewelry Store VR Experience (Unity, Interactive VR) • Built a tailored VR jewelry showroom with immersive walkthrough functionality. • Implemented "try-before-you-buy" virtual interaction to enhance customer engagement.
VR Inspection Program (Unity, Industrial VR) • Designed a VR-based inspection system for nuclear research environments. • Simulated inspection workflows to improve training accuracy and safety readiness.
Safety Training Modules (Unity, VR Training) • Developed interactive VR training modules for construction and fire safety protocols. • Integrated scenario-based simulations for hazard recognition and response training.
Post-3D Printing VR Training (Unity, Process Simulation) • Implemented a VR training program to streamline post-3D printing workflows. • Designed guided process simulations to improve operational efficiency.
Tractor Simulator (Unity, VR) • Developed an immersive VR tractor simulator for commercial product demonstrations. • Implemented realistic interaction mechanics and training-focused experience design.

VR Multi-Mode Experience App (Unity, VR)

- Built a multi-mode VR application supporting 360°, 180°, theater, and MR experiences.
- Optimized rendering for smooth performance across immersive viewing modes.

Multiplayer VR Construction Inspection (Unity, Photon/Networking)

- Developed a real-time multiplayer VR inspection system with voice communication.
- Enabled collaborative site review with synchronized object interaction.

Forklift VR Simulator (Unity, Physics, Training Systems)

- Engineered a VR forklift training simulator with realistic physics and collision detection.
- Integrated task scoring and safety evaluation mechanisms.

AI Hairstyle Generator (Unity, Gemini Nano banana API, REST)

- Built a real-time AI hairstyle generation system using Gemini Nano API.
- Integrated REST-based image processing pipeline with secure photo upload and sharing.

AI Event Photo Generator (Unity, Gemini Nano banana API)

- Developed a themed AI photo generator for movie and Christmas events.
- Implemented prompt-driven image synthesis with real-time preview and sharing features.

Tyre Manufacturing Simulation – 27 Step Process (Unity, Industrial Training)

- Created a 27-step interactive tyre building simulation for process visualization.
- Designed guided workflow logic for training and industrial demonstrations.

Eye-Tracking Product Analytics System (Eye Tracking, WebSocket, REST)

- Developed a Quest Pro eye-tracking system for in-store product attention analysis.
- Streamed gaze data via WebSocket (real-time) and REST (batch) to web-based heatmap analytics.

Trainings Handled

Introduction to AR/VR	Velammal Institute of Technology, Chennai SEP 2023
Faculty Development Program EnvisionEdu	Nitte Meenakshi Institute Of Technology, Bangalore APR 2024
AR/VR Bootcamp NASSCOM	St. Xavier's Catholic College of Engineering, Nagercoil MAY–JUN 2024
AR/VR Bootcamp for Center of Excellence	CK College of Engineering & Technology, Cuddalore SEP–OCT 2024
AR/VR Internship training Program	CK College of Engineering & Technology, Cuddalore MAR–APR 2025

Primary Skills

AR/VR Development:

- Experienced in utilizing multiple SDKs, such as Meta XR and Vuforia, to create engaging AR and VR experiences, enabling the integration of virtual elements into real-world settings.
- Familiar with VR development best practices, including user comfort considerations and accessibility.
- Beginner in Xcode and Vision Pro development, with foundational knowledge in creating applications for the Vision Pro platform.

Secondary Skills

Database Management:

- SQL: Creation and management of functions, indexes, and tables.

Design Skills:

- Proficient in Blender, Adobe Photoshop, Adobe XD, Figma, and basic HTML/CSS.

Other Skills:

- Android AOSP builds Tester.
- Good Knowledge about Android and Android Devices.