

Saravana Prakash R

XR DEVELOPER

 saravana.pmfsp@gmail.com

 37A, kottucherry salai, nedungadu, karaikal - 609603  +91 8344090472

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

Experience

Engineer - Immersive Tech	Digifox Studio
JAN 2025 – Sep 2025	
• Safety training module, vehicle simulator, and AR car configurator using ARCore.	
AR/VR Developer	Madras Mindworks
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.	
Web Developer	Avon Solutions
June 2021 – May 2022	
• Maintained websites, ensuring responsiveness and efficiency.	
• Collaborated with cross-functional teams to enhance user experience and optimize web performance.	

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.