

SARATH G

XR Developer

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Profile Summary

Detail-oriented and passionate XR Developer with 3+ years of experience in immersive VR/AR application development and testing. Proven track record in transitioning from QA to development, showcasing strong technical aptitude and a deep understanding of XR ecosystems. Skilled in Unity, Vuforia, and automation tools, with a focus on delivering high-quality, user-centric experiences across Meta Quest and HoloLens platforms.

Technical Skills

XR Platforms: Meta Quest & HoloLens

Testing Tools: Manual & Unity Test Framework

XR SDKs/APIs: Open XR & Vuforia Engine

Engines: Unity

Programming: C#, Python & JavaScript

Version Control: GitHub

Bug Tracking: JIRA

Others: UI/UX for XR & AR Applications

Professional Experience

XR Developer – Maxbyte Technologies – Coimbatore | July 2022 – Present

- Transitioned from QA to XR Development after demonstrating strong technical aptitude and a passion for immersive technologies.
- Designed and developed immersive XR applications using Unity for platforms such as Meta Quest & HoloLens.
- Implemented interactive features including Gesture Recognition, Teleport & Navigation system.
- Collaborated with cross-functional teams including 3D artists, designers, and product managers to deliver high-quality user experiences.
- Also developed AR applications using Unity for android application in Model, Spatial & Multiple Image Target.
- Integrated third-party SDKs and APIs such as OpenXR & Vuforia Engine for multiplayer or cloud-based features.

QA Engineer – Maxbyte Technologies – Coimbatore | July 2022 – Present

- Developed and maintained test scripts for Mobile and Web applications.
- Collaborate with developers, product managers and UX designers to understand requirements and resolve issues.
- Participated in daily stand-ups and sprint planning in an Agile environment.
- Reported and tracked bugs using JIRA and contributed to continuous improvement of QA processes.
- Conducted UI/UX, Functional, Performance & Integration testing.

- Edited and proofread digital and print content for clarity, grammar, tone, and brand consistency.
- Collaborated with writers, designers, and marketing teams to develop engaging content across books and journals.
- Reviewed and optimized existing content to maintain accuracy and relevance.
- Maintained brand voice and style guidelines across all content formats.

Education

Bachelor of Information Technology

2016 – 2019

Sree Narayana Guru College Coimbatore - *Bharathiyar University*

CGPA: 7.9/10.0

Languages

English – Professional Proficiency | Malayalam – Native | Tamil – Fluent | Hindi – Beginner

Projects

1. QA for IIoT-Based Mobile & Web Applications

Role: QA Engineer | Tools: Manual Testing, JIRA & Postman

- Conducted end-to-end testing for Industrial IoT platforms, ensuring real-time data accuracy and system reliability.
- Performed functional, integration, and performance testing across mobile and web interfaces.
- Collaborated with developers and product teams to resolve critical issues in Agile sprints.
- Validated sensor data visualization, device connectivity, and user workflows.

2. Mini VR/AR Simulation Apps

Role: XR Developer | Tools: Unity, C#

- Developed a VR/AR applications and implemented teleportation and object interaction using Meta all in one SDK.
- Created an AR application to visualize 3D product models using Image, Spatial & Model targets.
- Enabled interactive animations and UI overlays for product information.
- Deployed and tested on Android devices for real-world usability.
- Optimized performance for Meta Quest 3 deployment.

4. 3D Asset Creation for XR Prototypes

Role: XR Developer | Tools: Blender

- Designed and textured low-poly 3D models for use in Unity-based XR applications.
- Focused on optimizing models for performance and visual clarity in VR/AR environments.

Achievements

- Transitioned from QA to XR Developer within the same organization by demonstrating strong technical skills, creativity, and a deep understanding of immersive technologies.
- Developed and deployed multiple XR prototypes (VR/AR) for industrial use cases, contributing to client demos and internal innovation showcases
- Reduced bug resolution time by 30% through proactive QA practices and close collaboration with development teams during Agile sprints.
- Created optimized 3D assets in Blender for use in Unity-based XR applications, improving performance and visual quality.