

SIVASAKTHI N

XR Developer

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GitHub



LinkedIn



EXECUTIVE SUMMARY

XR Developer driving automotive digital transformation through immersive AR/VR solutions. Expert in Unity/Unreal Engine, specializing in virtual training, design visualization, and prototyping to cut costs and accelerate time-to-market.

SKILLS

Unity, Unreal Engine, VR, AR, MR, UI/UX Design, C#, C++, JavaScript, 3D-Modelling, UXML,USS,Illustrator, Figma.

EXPERIENCE

Engineer XR Developer

Apr 2023 – Present

Renault Nissan Technology & Business Centre India Private Limited

- Awarded Outstanding Contribution for developing an immersive VR training simulator for EV battery repair that reduced operational costs and streamlined technician onboarding.
- Decreased training material costs by 70% by replacing physical training rigs with a scalable digital solution, reducing dependency on subject matter experts.
- Enhanced training efficacy by cutting average program time by 40% and improving practical assessment scores by 25% through hands-on VR modules.
- Optimized core application performance, increasing frame rates by 15% and reducing critical crashes by 90% through systematic profiling and code refactoring.
- Mitigated risk by engineering a dedicated VR safety training program for high-voltage systems, ensuring compliance and reducing potential workplace accidents.

Associate Software Developer - XR

Apr 2022 – Apr 2023

Novac Technology Solutions

- Developed VR simulations for assembly line tasks, including equipment operation and quality control procedures, reducing training time and improving accuracy on the production floor.
- Engineered secure AR applications for interactive data visualization, transforming complex financial datasets into intuitive 3D models for analysts and clients.
- Leveraged expertise in Unity/Unreal Engine to build tailored solutions that address the unique regulatory, safety, and usability requirements of each industry.

Associate Graphic Designer

Jul 2021 – Apr 2022

LMES Academy

- Designed high-conversion thumbnails and promotional posters that directly contributed to a 58% increase in click-through rates for marketing campaigns.
- Developed a suite of premium illustrations that strengthened brand identity, increasing visual cohesion and boosting social media engagement metrics.

Game Developer - XR

Jan 2019 – Feb 2020

Kewaunee International Group

- Architected a virtual reality collaboration platform that enabled remote clients to collaboratively visualize, customize, and experience lab layouts in real-time, significantly accelerating the planning and sales cycle.
- Spearheaded the development of ARrive,a groundbreaking AR application that allowed customers to project and interact with lab setups in their physical space, directly increasing product sales by 15% within the first 6 months of launch.

EDUCATION

B.Tech - Information technology

May 2013 - May 2017

Thiagarajar College of Engineering