SOMASHEKAR SHETTIGAR

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Unity Developer

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SUMMARY

Experienced Unity 3D Developer with 6+ years in game development, specializing in AR/VR. Skilled in Unity, C#, game physics, and real-time rendering, with a passion for creating immersive 3D experiences through innovative and optimized solutions.

WORK EXPERIENCE

UNITY DEVELOPER

Dreamsoft Innovations Private Limited (12/2019 – Present)

- Developed and optimized 3D games and simulations in Unity, focusing on performance and user experience.
- Designed and implemented game mechanics, physics simulations, and AI behaviors using C#.
- Created interactive 3D environments, integrating assets, animations, and lighting for optimized performance.
- Designed AR applications with interactive features like surface detection, object placement, and spatial audio using frameworks like ARKit, ARCore and Vuforia.
- Developed immersive VR applications for platforms such as Oculus Quest, HTC Vive, and Pico.
- Worked on multiplayer features and Integrated third-party SDKs and APIs, including Firebase, PlayFab, and social media services.
- Collaborated with cross-functional teams to integrate 2D/3D assets, animations, and sound effects into Unity projects.
- Debugged and resolved rendering issues, ensuring smooth performance across platforms.
- Built and deployed games to multiple platforms, including WebGL, iOS, Android, and desktop.

UNITY DEVELOPER

DTLabz (12/2016 – 10/2019)

- Supported the development of AR/VR projects by creating interactive features and handling asset integration.
- Assisted in building immersive VR simulations for training and education purposes, using Oculus SDK and Unity XR Toolkit.
- Developed core gameplay mechanics, including player movement, object interaction, and inventory systems.
- Learned and implemented Unity's animation systems, including Animator Controllers and timeline tools.
- Contributed to creating AR applications with features like plane detection, object scaling, and marker-based tracking.
- Participated in cross-functional team meetings to gather requirements and share technical insights.
- Assisted in debugging AR/VR applications to ensure compatibility across different devices and platforms.

PROJECTS

- **DiggerSim Excavator Simulator (PC/Mobile/VR)**
  Role: Lead Game Developer and Programmer
  - A realistic simulation game where players operate an excavator to complete construction tasks**.**

- **Synth Rider: (Android – iOS)**
  Role: Lead Game Developer and Programmer
  - A fast-paced music-adapting racing game where players ride to the rhythm.

- **AR Parking - Car Parking Game:** (**Android – iOS)**
  Role: Lead Game Developer and Programmer
  - An augmented reality game focused on testing and improving your car parking skills.

- **Adam's Bridge: (Android – iOS)**
  Role: Lead Game Developer and Programmer
  - A puzzle game where players slide cubes to guide a ball across a bridge without it falling off.

- **Virtual Tour: (Oculus/Steam/Pico)**
  Role: Lead Game Developer and Programmer
  - An immersive VR experience that takes users on a guided tour of various locations.

- **EDGE 3D: (MR)**
  Role: Lead Game Developer and Programmer
  - A mixed reality platform designed to revolutionize education through interactive and immersive 3D learning experiences.

SKILLS

Programming Languages	C#, JS, Python, HTML
Game Engines and IDEs	Unity3D, Android Studio, Visual Studio Code
SDKs and APIs	Oculus, Vuforia AR, ARKit, ARCore, OpenGL
Version Control & Tools	Git (Source tree, Fork and Terminal)
Software Development Processes & Methodologies	Domain-driven, Test-driven and Agile development, Continuous Integration & Delivery, Prototyping

EDUCATION

VTU UNIVERSITY, KIT MANGALORE
Bachelor of Engineering (B.E.) in Computer Science, 2010 - 2013