

Sudip Soni

Lead XR Developer | Digital Twin Architect | 3D Technical Artist

Bilaspur, Chhattisgarh, India | 8871166323 | sudipsonimkk@gmail.com

Portfolio - https://sudip13.github.io/sudip_soni/ | Artstation – <https://sonsudip.artstation.com>

PROFESSIONAL SUMMARY

Innovative Lead XR Developer and Technical 3D Artist with over 5 years of experience in immersive technology and industrial design. Expert in architecting Digital Twins and production-ready VR/AR applications. Proven leader in streamlining 3D pipelines through Python automation and managing high-impact technical visualization projects for enterprise clients.

TECHNICAL SKILLS

- **XR:** Unity, Meta XR Toolkit, Unity XR Interaction Toolkit, Verge3D, SynergyXR and Vuforia.
 - **3D & Design:** Blender (Modelling/Animation), Substance Painter, Fusion 360, Illustrator, Figma.
 - **Programming:** Python, C#, HTML, CSS and JavaScript, Git/GitHub (Version Control), VS Code.
 - **Content:** Adobe After Effects, Motion Graphics, Instructional Design, CAD-to-XR Workflows.
-

PROFESSIONAL EXPERIENCE

Bizm Consulting Private Limited | Lead XR Developer | May 2024 – Present

- Spearheading the development of immersive XR experiences and Digital Twin architectures for industrial clients.
- Leading technical workflows for Unity-based VR training and real-time process visualizations.
- Managing end-to-end delivery of high-fidelity simulations, ensuring performance optimization for standalone VR headsets.

Bizm Consulting Private Limited | Design & Development Engineer | Jan 2021 – May 2024

- Developed immersive SOP training modules, complex technical animations, and 50+ SOP videos for EV battery manufacturing.
- Bridged the gap between mechanical engineering data (CAD) and real-time 3D environments.

AccessAI | Product Designer | July 2020 – Dec 2020

- Designed custom wooden products lines for commercial production.
 - Generated high-quality photorealistic #D renders for product catalogues and marketing.
-

FEATURED PROJECTS

Realistic Interior Visualizer

- High-fidelity PC-VR visualization using Unity HDRP with custom dynamic lighting and PBR materials for photorealistic results.

Game Asset Optimizer (Blender Extension)

- Complete optimization toolkit featuring mesh decimation, LOD generation, dual UV unwrapping, and batch optimization presets. Streamlines asset prep for Unity/Unreal pipelines.

Powder Handling Plant VR Tour

- Process Visualization solution with custom X-Ray Vision feature for immersive facility walkthroughs and internal machinery inspection in VR.

BESS Assembly Line VR Digital Twin

- Digital Twin Architecture implementation for Battery Energy Storage Solution assembly plant featuring Immersive SOP Training with interactive teleport points and synchronized voiceover for Meta Quest.

AR Product Visualizer

- Augmented reality product visualizer featuring X-ray views and exploded assembly sequences for industrial sales and training.

EV Battery Pack Assembly: Technical SOP Visualization

- Technical Content Pipeline project delivering 50+ immersive SOP training videos for EV battery manufacturing, combining 3D mechanical and character animation to visualize complex assembly and safety processes.
-

EDUCATION

Bachelor of Engineering in Mechanical Engineering

- *Key Achievement:* Designed and built a functional 3D printer from the ground up, integrating hardware control with 3D design principles.
-

AWARDS & CONTRIBUTIONS

- **Open Source Contributor:** Actively developing and publishing tools for the Blender community.