Vismay Thaker

Unity 3d AR/VR Developer

Ahmedabad, Gujarat, India

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🌐 https://thedaydreamer17.github.io/

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TheDayDreamer17

Self-taught Unity Developer and a passionate gamer.I possess a strong technical background in game development, with experience in multiplayer functionality. Additionally, I have experience integrating various plugins and modules to create unique user experiences, including voice interactions and lip syncing for NPCs. My ability to lead teams of artists and developers and manage timelines ensures the successful delivery of high-quality projects.

WORK EXPERIENCE

Virtuelly   (June 01, 2022 - Present)
Software Engineer : Metaverse

- As a competent Unity Developer and Team Leader, I skillfully managed a team of developers and artists to craft exceptional virtual experiences utilizing the Unity WebGL platform. My knowledge and research in multiplayer development allowed me to successfully create 3D experiences that were supported by audio and video elements, thanks to my adept utilization of Photon and Agora technologies.

- One of my most notable achievements involved the creation and launch of the highly successful "Holiday Express" experience, which drew high praise and appreciation from employees of prominent corporations such as Google and Amazon.

- To further enhance the user experience, I utilized my technical proficiency to integrate the ChatGPT API and create talking NPCs, thereby introducing an element of interactivity and engagement that was highly appreciated by users.

Yudiz Solutions   (December 01, 2019 - June 01, 2022)
Unity Developer

- I have extensive experience working with a talented team of Unity Developers, where I have contributed to the creation of a number of clone games and personal prototypes, including Ninja Jump (a Doodle Jump clone), 3D Basketball, 2D Procedural Mesh Generation, and Sequence Game (Card Game).

- Successfully executed various client projects spanning multiple genres, such as ML, Match 2, and Endless Runner, in addition to VR simulations. Managed multiple projects simultaneously and maintained clear communication with clients to ensure that all company goals and requirements were met.

- Demonstrated a commitment to ongoing professional development by implementing Unity Unit Testing and presenting a demo in the Projects section. Proactively participated in team bonding activities and organized Krunker tournaments to promote a positive team culture.

- Acted as a mentor and guide to trainees, providing valuable instruction on crucial concepts of Unity. Engaged in R&D projects such as Implementing the Marching Cubes Algorithm, Mesh Deformation, Raymarching, and Job System.

- Showcased an impressive ability to optimize projects using tools such as Profiler, Occlusion Culling, and Reducing Batch Calls, leading to enhanced performance and user satisfaction. Stayed current with emerging trends and explored new coding paradigms such as DOTS, successfully completing a project using ECS and DOTS.

Arise Group   (January 01, 2019 - June 01, 2019)
Augmented Reality Developer (Contract)

- Accomplished Unity Developer with expertise in creating cutting-edge AR applications using Unity and - ARCore. Proficient in integrating AR elements into applications to create engaging and immersive experiences for users.

- Provided valuable creative feedback on feature enhancement and UI design, contributing to the development of more effective and visually appealing applications.

- Demonstrated technical excellence in developing a custom UI scroll tool, a unique tool designed to enhance the user experience. Refer to the Projects section of portfolio link for further details.

EDUCATION

Gujarat Technological University	(June 01, 2016 - June 01, 2020)	
B.E., Computer Engineering		8.99

SKILLS

Unity
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C#
●●●●●○

Git
●●●●●○

Blender
●●○○○

c++
●●●○○

js
●●●○○

PROJECTS

Beach Demo Environment
VIrtuelly

- Developed an NPC avatar ie Beach guide, that interacts with the user's voice input and responds in a neural ai based voice.
- Achieved this through the integration of ChatGPT, JS Speech Synthesis, and Amazon Polly.
- Integrated Photon PUN for multiplayer functionality and implemented optimized RPC calls to synchronize the scene for multiple users, while maintaining the Photon data on the server to prevent disconnection.
- Applied lip sync to NPC avatars when speaking.
- Wrote JS logic for Agora Spatial Audio in Unity WebGL with guidance from Agora developers.
- Overcame the limitations of most plugins on WebGL by integrating JS modules of AWS Polly and Agora Spatial Audio with Unity.

Toony Bricks
Yudiz Solutions

- Created a family of match-based games with a custom level generator, attractive and challenging levels, daily bonus, gift boxes, collectibles, boosters, and powerups.
- Created a custom algorithm for generating level boundaries using Line renderer.
- Implemented Unity testing in this game.
- Conducted unit testing session to enlighten the benefits of Unity Unit Testing to the team.

ML Robot Arm
Yudiz Solutions

- Developed a simulation project using Unity's MLAgent for a human in a wheelchair to get food and water with the help of a robot arm.
- Created a testable environment, flow diagrams of code workflow, and trained the environment using PPO and SAC algorithms.
- Compared results by generating Python graphs.

TransfrVR
Yudiz Solutions

- Worked with TransfrVR in developing simulations such as Single Conduit Install One and Overhead branch install Two.
- Created custom extensions and generic conditions to reduce redundant code and worked with nested prefabs to manage simultaneous workflow between other team members.
- Provided creative input to improve the simulation.
- Discussed progress and approaches with solutions in weekly calls with client's artists and game/simulation designers.

VOLUNTEER EXPERIENCE

DA-IICT
Co-Ordinator for an AR/VR Workshop

Co-ordinated the workshop for AR/VR development in Hololens using Unity Game Engine. Presented and explained my creation of ID Badge used by our whole team created using Vuforia tool.

Digimation PVT LTD
Job Requirement Counselor

I had represented the company Digimation PVT LTD as a Requirement Counsellor at Marwadi University Explained the last year students about various IT field jobs and then guide them for their suitable job