Amit Nemani

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SKILLS

Software: Unity 6, Unity 2023.2.18, Unity 2022.3, Shader Graph, VFX Graph, Visual Studio, Xcode, Audacity, Adobe Audition, Illustrator, Git, Jira, Unreal 4, Unreal 5
Languages: C#, C++, HTML, CSS, JavaScript, React
Platform: Desktop, Mobile, PC, Varjo, Oculus, Vive, Apple Vision Pro, iOS, Android

WORK EXPERIENCE

SOFTWARE ENGINEER   *Sept 2025 – Present*
Sigma Defense
- Developed VR training systems to teach operators about maintenance procedures for naval vessels.
- Expanded upon modern systems using MRTK and created intuitive VR systems.
- Improved existing user interfaces with more stylized uniform shaders.
- Identified bottlenecks that restricted efficiency and optimized assets to increase framerate.
- QA tested merge requests and fixed issues before they became bugs.
- Transformed demo projects into production ready applications and showcased them to various officers

SOFTWARE ENGINEER   *Sept 2022 – Sept 2025*
Naval Surface Warfare Center Dahlgren Division
- Deployed VR and iOS applications to the Air Force to train operators on weapon systems.
- Pioneered NSWCDD's adoption of iOS development to allow the creation of tablet-based training software.
- Created reusable shaders and UI assets and used programming to create technical art and front-end systems.
- Spearheaded gamifying old training courses, improving student operator retention by at least 80%.
- Designed particle systems that could display AI generated Neural Radiance Fields (NeRF) and Gaussian Splats
- Produced sound effects as a foley artist to recreate gunship sounds and make UI sound effects
- Programmed systems to manage audio assets
- Engineered motion captured animations to demonstrate training procedures

SOFTWARE ENGINEER   *Nov 2020 – Sept 2022*
SCCI
- Developed and delivered a VR trainer for student operators.
- Implemented hand-tracked interactions and UI using Varjo SDK and Leap Motion.
- Engineered assets to enhance visual feedback including shaders, animations, and VFX.
- Optimized large CAD files, lighting, and point clouds for VR.
- Conceived solution for recorded motion captured tutorials.
- Produced and delivered a supplementary iPad app for student operators.

PRODUCTION ASSISTANT   *May 2016 – Jan 2018*
Workinman Interactive
- Collaborated with teams of developers and artists to iterate on multiple projects quickly.
- Worked primarily as a quality assurance tester.
- Created sound assets and voice overs for games aimed at a youth audience.

Awards

Technology to Warfighter Award   *2022*
30mm Gun Weapon System Virtual Reality Trainer
- A virtual reality trainer that teaches operators how to manage and maintain the 30mm GAU-23 in a safer environment at a fraction of the cost.

EDUCATION

Rochester Institute of Technology   *Graduated 2019*
Bachelor of Science in Game Design and Development

Northeastern University, D'Amore-McKim School of Business
Completed 1.5 years towards Bachelor of Science Degree in Business Administration