

# VYSHAK V

## AR/VR DEVELOPER

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### PROFESSIONAL SUMMARY

Passionate AR/VR Developer with practical experience in Blender, Unreal Engine and Unity, focused on creating immersive, high-quality virtual experiences. A quick learner with strong adaptability, committed to continuous growth and contributing to cutting-edge projects in a global, innovation-driven setting. Looking forward to gaining hands-on experience through international collaboration and making meaningful contributions in the field of immersive technology.

### AREA OF EXPERTISE

**XR Engines & Platforms:** Unreal Engine (C++ / Blueprints), Unity 6 (C#), Blender(Py).

**AR/VR SDKs & Frameworks:** ARKit and ARCore, AR Foundation, Vuforia (Model Targets)

**XR Platforms & Devices:** Meta Quest, Mobile AR (iOS / Android), PC VR, Web-Based XR

**Real-Time 3D & VR:** Blender, ArchViz, Real-Time Rendering, Asset Optimization, Cinematic VR Content.

**AI & Spatial Computing:** OpenCV, AI-Based AR Inspection, Robotic Arm Deviation Analysis

**Metaverse & Emerging Tech:** NFT Integration, Avatar Systems, Virtual Economies

**Deployment & Tooling:** iOS, Android, Xcode, Web XR, Git, Performance Optimization, App Store deployment.

### WORK EXPERIENCE

#### AR/VR Developer - IQ TechMax IT Service and Consulting | Chennai

Feb 2025 - Present

##### AI-Driven AR Inspection System (Industrial AR Project)

- Built an AI-driven AR inspection system using Unity 6 and OpenCV for real-time 3D spatial deviation analysis of a robotic arm.
- Deployed the solution as a mobile AR application on iOS (iPad), enabling precise visual inspection and measurement in real-world environments.
- Worked on the Ranwin industrial inspection project, applying ARKit and Vuforia Model Targets to overlay digital reference models on large-scale iron columns and beams for early-stage dimensional deviation detection prior to transportation.

##### ArchViz & Interactive Interior Visualization (Unreal Engine Project)

- Developed a high-fidelity Dubai apartment replica using Unreal Engine and Blender, focused on realistic lighting, materials, and spatial accuracy.
- Implemented interactive and customizable interior walkthroughs, allowing users to explore spaces and modify design elements in real time for immersive visualization.

##### Metaverse & Virtual Interaction Projects

- Contributed to Metaverse-focused XR projects by integrating NFT transactions, blockchain-based digital assets, and avatar customization systems within real-time immersive environments.

##### WebXR Cross-Platform XR Experience

- Developed an interactive desert-themed environment in Unity, accessible via WebXR for both AR and VR view.
- Optimized the scene for cross-platform browser-based deployment, enabling immersive XR experiences directly on mobile, PC, and VR devices without native installation.

### EDUCATION

#### Bachelor of Computer Science and Engineering (B.E., CSE)

Oct 2021 - Apr 2025

KPR Institute of Engineering and Technology, Coimbatore, India.