SHUBHAM K. MAURYA

VIRTUAL REALITY DEVELOPER / ENVIRONMENT ARTIST
LONDON, UK
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VR Demoreel   CGI Showreel

I'm an **XR designer/dev** specializing in **environment design & VR.** I focus on a better **user experience** along with **efficient problem-solving.** I also have an inclination towards **visual arts & storytelling.**

EXPERIENCE

SILVERA AUTOMOTIVE SOLUTIONS, LONDON — *Solutions Engineer*   **OCT 2022 - PRESENT**
- **Designed & modeled** a 3D showroom in **Blender** for showcasing & advertising clients' vehicles. The **environment is optimized** for game engines & **VR experiences.**
- Learned about and documented **client research.**

RELEVANT PROJECTS

PARKOUR MOVEMENT SYSTEM (Unreal Engine) — *Blueprints*   **MAR 2022**
https://github.com/YesItsSKM/Parkour
- Built upon the **3rd-person character controller** in UE4 to add a new parkour movement system (coded using **Blueprints**). **Added new animations** to the existing **rig** & learnt **modular Blueprints programming.**
- Also features a **procedurally generated map.**

ARACHNOPHOBIA THERAPY (Unity) — *VR (Group project)*   **APR 2022**
https://github.com/YesItsSKM/Arachnophobia-Therapy-VR
- An **interactive VR experience** designed to expose the Arachophoic audience to a friendly spider.
- Designed & coded a **State-Machine in C# (Unity)** to drive the **behaviour** of the spider.
- Also features a **NavMesh AI system** that allows the **spider** to **follow the user** around on the map.

BLACKHOLE DEMO (Unreal Engine) — *Blueprints*   **JUN 2022**
https://github.com/YesItsSKM/Blackhole-Demo-UE4
- Built a **physics-based blackhole** using **Blueprints** that utilizes **vector maths** at its core to attract objects. There can be multiple Blackhole blueprints in the scene as well, interacting with the objects simultaneously.
- Also made a **specific material** for the **light bending effect** around the blackhole.

HAND-TRACKED VIRTUAL BODY FOR VR EXPERIENCES (Unity) — *Meta Quest 2 (VR)*   **AUG 2022**
https://github.com/YesItsSKM/Final-VR-Project
- Designed & coded A **VR experience** that features an **IK body** with **physics-based hands** (hands were **tracked** using **Oculus SDK**), aiming to improve **embodiment**; and deployed the **app** on **Meta Quest 2.**
- Made **curved menus** and **hand-gesture-based interaction & locomotion** system.

TRANSFERABLE SKILLS

Unreal Engine	- Environment/level design, Blueprints, Materials, Post-processing
Unity	- Environment/level design, C#, Materials, Post-processing
Blender	- Environment design, 3D modelling, Texturing, Materials, Post-processing
OptiTrack Motive	- Full body motion capture, Rig assignment & retargeting for game engines
C/C++	- DS/Algo, STLs, 5+ years experience (v 11/14), GraphViz, now learning UE5 C++

EDUCATION

GOLDSMITHS, UNIVERSITY OF LONDON (UK) — *MSc Virtual & Augmented Reality*   **SEP 2021 - SEP 2022**

KALINGA INSTITUTE OF INDUSTRIAL TECHNOLOGIES (India) — *Bachelor of Technology (B. Tech.)*
Computer Science & Engineering   **JUL 2017 - JUN 2022**