


# SHUBHAM K. MAURYA

VIRTUAL REALITY DEVELOPER / ENVIRONMENT ARTIST  
FLUENT IN ENGLISH & HINDI

VR Demoreel <https://youtu.be/qJNUYKQHyEU>


CGI Showreel [https://youtu.be/5spc8K\\_TMJY](https://youtu.be/5spc8K_TMJY)

 <https://yesitsskm.github.io/portfolio/>

 <https://www.linkedin.com/in/yesitsskm/>

 [@pllxfilms](#)

 [Parallax - Films & Animations](#)

 <https://github.com/YesItsSKM/>

## EXPERIENCE

### Silvera Automotive Solutions, London

SOLUTIONS ENGINEER

OCT 2022 - PRESENT

- VR experience design/development
- Market Research & Requirements Analysis

## EDUCATION

### Goldsmiths, University of London — Postgraduate

SEPT 2021 - SEPT 2022

MSc Virtual & Augmented Reality

### Kalinga Institute of Industrial Technology, India

JUL 2017 - JUN 2021

Bachelor's of Technology (Computer Science & Engineering)

## PROJECTS

### PARKOUR MOVEMENT SYSTEM

MAR 2022

Unreal Engine (Character Controller - Blueprints)

<https://github.com/YesItsSKM/Parkour>

Full-body first-person parkour movement system that can be used as the core movement system for future games.

### ARACHNOPHOBIA THERAPY

APRIL 2022

VR (Unity 3D)

<https://github.com/YesItsSKM/Arachnophobia-Therapy-VR>

A project that takes a friendlier, and more easy-going progressive approach to treating Arachnophobia (the fear of spiders).

### BLACKHOLE DEMO

JUN 2022

Unreal Engine (Blueprints)

<https://github.com/YesItsSKM/Blackhole-Demo-UE4>

Simple physics-based blackhole that attracts objects.

### HAND-TRACKED VIRTUAL BODY FOR VR EXPERIENCES

AUG 2022

Meta Quest 2 - VR (Unity 3D)

<https://github.com/YesItsSKM/Final-VR-Project>

A VR experience that features an IK body with physics-based hands (tracked using Oculus SDK), aiming to improve embodiment.

## SKILLS

**Unreal Engine 5 - (PC, Meta Quest 2)**  
Blueprints, Level/Environment Design

**Unity3D - (Quest 2, PC, Android, Apple/ iOS, Web)**  
C#, Unity XR Toolkit, Level Design

**Motion Capture**  
Full body motion capture, Rig assignment & retargeting

**Blender - (3D & VR)**  
3D Modeling, Texturing, Environment Design, Animation

**VR Headsets**  
Oculus Rift 2, Quest 1/2, HTC Vive, Vive Pro

**C/C++**  
5+ years experience (v 11/14), STLs, GraphViz, and Now learning UE5 C++

**Data Structures & Algorithms**  
Searching/Sorting, Trees, Graph Algorithms, Arrays/ String manipulation, Bit manipulation