



SHUBHAM KUMAR MAURYA

Virtual Reality developer and artist (postgrad)

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

CGI Showreel https://youtu.be/5spc8K_TMJY



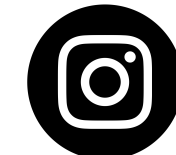
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@parallax.animations



Parallax Animations

INTRODUCTION

I'm a Virtual and Augmented Reality postgrad with a background in Computer Science (undergrad), relevant application design and development skills that focuses on a better user experience and tries to solve the problem in an efficient manner, with an inclination towards visual arts & story-telling.

EDUCATION

Postgraduate

MSc Virtual & Augmented Reality
Goldsmiths, University of London
(2021 - Present)

Undergraduate

Bachelor of Technology (B.Tech)
Computer Science & Engineering
(2017 - 2021)
KIIT University, Bhubaneswar
CGPA: 8.64/10

SKILLS

Unity3D

C#, Unity XR Toolkit, Development & Deployment for PC, Android, Apple/iOS, Web.

Unreal Engine

Blueprints, Materials & Terrain building, Development & Deployment for PC.

C/C++

4+ years experience (v 11/14), STLs, GraphViz, and Now learning UE4 C++

Data Structures & Algorithms

Searching/Sorting, Trees, Procedural Generation, Graph Algorithms, Arrays/String manipulation, Bit manipulation

VR Headsets

Oculus Rift 2, Quest 1/2, HTC Vive, Vive Pro

Blender

3D Modeling & Animation

PROJECTS

ARACHNOPHOBIA THERAPY • VR (Unity 3D)

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

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

KITCHEN CUSTOMIZATION • VR (Unity 3D)

<https://github.com/YesItsSKM/VR-Kitchen>

Immerse yourself in a virtual kitchen and customise the wood, ceramic, and knob handles' material.

ALIEN HITTING GAME • VR (Unity 3D)

<https://github.com/YesItsSKM/VR-Alien-Game>

VR Group project - A fun and easy game where you throw balls at aliens to destroy them. (in VR)

A DAY OUT WITH SHERLOCK • AR (Unity 3D)

<https://github.com/YesItsSKM/AR-Project-Sherlock>

AR group project - Find hidden objects in the AR crime scene.

PROCEDURAL CITY GENERATOR • (Unity 3D)

<https://github.com/YesItsSKM/Procedural-City-Gen>

Procedural city generation using L-System.

MAZE • Unity 3D First-Person Game

<https://yesitsskm.itch.io/project-maze>

Experience the thrill and frustration of being in a maze and solving it with the help of some tools and your maze solving skills.

PROCEDURAL TREE GENERATOR • Unity 3D

<https://yesitsskm.itch.io/l-system>

A simple but effective software implementing L-Systems using a handy GUI.

PARKOUR MOVEMENT SYSTEM • 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.

BLACKHOLE DEMO • Unreal Engine (Blueprints)

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

Simple physics-based blackhole that attracts objects.