



# SHUBHAM KUMAR MAURYA

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

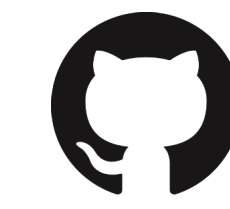
Virtual Reality developer and artist (postgrad)



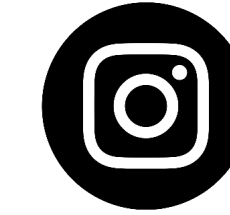
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@parallax.animations



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++

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

### 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

## PROJECTS

### ARACHNOPHOBIA THERAPY • VR (Unity 3D)

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

A work-in-progress project that takes a gentler, friendlier, and more easy-going progressive approach for 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.

### 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.

### VR PORTFOLIO WEBSITE • HTML/A-Frame

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

My VR portfolio website built using A-Frame.

### 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.