SHUBHAM K. MAURYA

VIRTUAL REALITY DEVELOPER / 3D ENVIRONMENT ARTIST
LONDON, UK
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I'm a **VR Developer**, using my experience and education in 3D softwares and VR to create **interactive** software, games, and systems. I prioritize user **experience** and **effective problem-solving.**

EXPERIENCE

BODYSWAPS, LONDON — *Junior Unity Developer*   **JUN 2023 - PRESENT**
- Built multiple immersive, **cross-platform 3D/VR training modules** using **Unity** and **in-house tools.**

- Integrated a **Voice-Alternative-Input system** to **improve accessibility** across the app, based on **design doc.** Also, worked on improving the **VR Avatar system** and **Virtual Keyboard.**

- Created tools for **Dynamic Character Staging** in an **Environment,** based on **runtime backend data.**

- Refactored and extended **Unity Editor tools** to streamline the **development pipeline.** Optimized **textures & 3D assets**; built **in-editor compression tools** for better asset handling.

- Wrote **Polymorphic, scalable C# code** using **ScriptableObjects** to **streamline configuration and protect data** integrity. Developed **Unit Tests** and **Debug Routines** to ensure **build stability.**

- Fine-tuned **Animations** using **Unity Timeline**; and worked on **CameraSpace and WorldSpace UI.**

CREATIVE SPARKWORKS, LONDON — *Film Trainee*   **JUN 2022 – SEPT 2022**
- Worked on closed sets – **lighting, filming,** recording **audio, A/V sync**, and **editing short films** & **interviews.**

PERSONAL TECH PROJECTS

HAND-TRACKED VIRTUAL BODY FOR VR EXPERIENCES (Unity) — *Meta Quest 2 (VR)*   **AUG 2022**
https://github.com/YesItsSKM/HandTracked-Virtual-Body-VR
- Designed and implemented a **full-body VR avatar** featuring **IK-based body movement, physics-driven hands** with **hand tracking,** and **gesture-based interaction** and **locomotion systems.**

ARACHNOPHOBIA THERAPY (Unity) — *VR (Group project)*   **APR 2022**
https://github.com/YesItsSKM/Arachnophobia-Therapy-VR
- An **interactive VR experience** designed to expose the Arachnophobic audience to a friendly spider.
- Designed & implemented 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.

FILM PROJECTS

FARM HOUSE – A SHORT UE5 CINEMATIC (3D ANIMATION) — *Environment Design (3D animation)* **MAR 2023**
https://youtu.be/jimt2WaZj0k
- A complete **cinematic 3D short** made using **Unreal Engine 5** using **Megascans** & pre-build **3D assets.**

PRODUCTION TOOLS & SKILLS

Unity	- Environment/level design, C#, Materials, Post-processing
Unreal Engine	- Environment/level design, Blueprints, Materials, Post-processing
Blender	- Environment design, 3D modelling, Texturing, Materials, Post-processing
Davinci Resolve	- Editing, Colour correction/grading, Tracking & Compositing, Post-production

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 2021**