



# SHUBHAM KUMAR MAURYA

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

Virtual Reality developer and artist (postgrad)



yesitsskm@gmail.com



[linkedin.com/in/yesitsskm](https://www.linkedin.com/in/yesitsskm)



[github.com/yesitsskm](https://github.com/yesitsskm)



@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



Unreal  
Engine



Blender



C/C++



C#



Data Structures  
& Algorithm

## LANGUAGES

ENGLISH



HINDI



## 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.