



Aakash Makhija

Unity 3D developer/ XR Enthusiast / Game Developer

I am a hard working, team oriented programmer who strive to write clean code. Passionate about XR technologies and love to explore & create amazing applications.

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🔗 github.com/aakash-m

WORK EXPERIENCE

Unity 3D & C# Developer Intern HighAvenue Creative Labs

04/2021 - Present

Chennai, India

Achievements/Tasks

- Work on Unity3D engine to create Augmented reality effects.
- Integrating technologies like Firebase, ARCore and ARKit.
- Working on animation, UI and debugging.

VR Unity Developer Intern CompactGyan

01/2021 - 04/2021

Rajasthan, India

Achievements/Tasks

- Working on mobile and desktop application development in areas of 3D simulation and training for Oculus Quest and HTC Vive.
- Using REST API to fetch and load data at runtime.
- Creating synchronized avatar bodies for player.
- Programming interaction between player and the environment.

Virtual Reality Software Engineer 253Games Studio

04/2020 - 09/2020

Utrecht, Netherlands

Achievements/Tasks

- Creating VR experiences, which involves rendering scenes and developing animations.
- Developing ergonomic user interface for the player.
- Creating synchronized avatar bodies for player.

EDUCATION

M.Sc in Game and Media Technology Utrecht University

02/2019 - Present

Utrecht, Netherlands

B.E in Computer Engineering MGM College of Engineering and Technology

07/2011 - 06/2018

Mumbai, India

Final Year Project

- Image Authentication and Confidentiality using Cryptographic techniques

SKILLS

Game Development

C++

C#

Python

Java

Git & Github

Unity 3D

REST API

Linux

GameMaker Studio

Unreal Engine

Virtual Reality

Augmented Reality

OpenCV

Blender

Web Development

Networking

Mysql

Firebase

PERSONAL PROJECTS

Spinner Top AR Game

- <https://github.com/aakash-m/SpinnerTopARGame>.
- An AR multiplayer game in which a player selects a spinner top and battle against the opponent's spinner top.
- Technologies used in building this are Unity game engine, AR Foundation, AR Core and Photon engine.

Multiplayer 2D game

- <https://github.com/aakash-m/Multiplayer2D>.
- Its a 2D multiplayer game created for a game jam. The topic of the game jam was 'Stay Connected'.
- The core mechanics of the game is that the 2 player is connected with each other with a line and they have to survive by killing monster with the line.

Stealth Game

- <https://github.com/aakash-m/Stealth>.
- <https://aaki.itch.io/stealth>.
- Its a top down 3D game and the core mechanics of the game is to get out of the haunted house without being seen by any ghost in the house.

LANGUAGES

English

Full Professional Proficiency

German

Elementary Proficiency

Hindi

Native or Bilingual Proficiency

INTERESTS

Playing Chess

Swimming

Playing video games

Travelling