



# 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.

✉ aakashmakhija19@gmail.com

📍 Hamburg, Germany

🌐 linkedin.com/in/aakash-makhija

☎ +31 621805819

📄 aakash-m.github.io/

🐙 github.com/aakash-m

## SKILLS

Game Development

C++

C#

Python

Java

Git & GitHub

Unity 3D

REST API

Linux

Unreal Engine

Virtual Reality

Augmented Reality

OpenCV

Blender

Web Development

RayLib

Networking

Firebase

Design Patterns

## WORK EXPERIENCE

### Unity AR/VR Developer AjnaLens

06/2021 - Present

Mumbai, India

#### Tasks

- Developing augmented reality and virtual applications for AjnaLens HMD.
- Designing, building and maintaining efficient code based upon the required tech stack of the project.
- Rapid prototyping and planning for full project pipeline with the team.
- Working with a team of eight people ranging from front-end to back-end including database admin and QA team.

### Unity 3D & C# Developer HighAvenue Creative Labs

04/2021 - 06/2021

Chennai, India

#### 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

#### 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.
- Programming interaction between player and environment.

### Virtual Reality Software Engineer 253Games Studio

04/2020 - 09/2020

Utrecht, Netherlands

#### 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 - 02/2021

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

## PERSONAL PROJECTS

### AjnaSuite application (2021)

- It is an application built for AjnaLens AR glasses. The purpose of this AR glasses is to provide remote assistance, host a virtual gathering for meeting or entertainment and creating virtual standard operating procedure manual for better understanding among the team.
- Involved in creating avatar synchronization over the network.
- Added barcode and QR code scanner using OpenCV which expanded its industrial use-case.
- Added voice command feature for better interaction in the virtual world.

### VR Memory Project (04/2020 - 09/2020)

- <https://www.uu.nl/en/research/game-research/253games-projects>. 
- This project was designed to address the questions within the field of cognitive psychology and cognitive neuroscience regarding the embodiment.
- Tools used to build this project: Unity 3D, Blender, XR toolkit, Oculus Rift.

### Spinner Top AR Game (2020)

- <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.

### Stealth Game (2020)

- <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.

### Sword and Pistol in VR (2020)

- <https://youtu.be/4cCMYevgvSg>.
- A VR game where a player has sword in one hand and pistol in other hand.
- Technology used in building this is Unity game engine and Oculus Integration toolkit.

### VR Social App (2020)

- <https://youtu.be/llbUHqIt3fl>.
- A multiplayer VR chatroom where a player can move around and interact with other people and environment.
- Technology used in building this is Unity game engine, XR Interaction toolkit and Photon engine.

## CERTIFICATES

### Design Patterns for Game Programming

(01/2020 - Present)

Credential URL: <https://www.udemy.com/certificate/UC-V9JLWDR4/>

## INTERESTS

Playing Chess

Swimming

Playing video games

Travelling

## LANGUAGES

English

Full Professional Proficiency

German

Elementary Proficiency

Hindi

Native or Bilingual Proficiency