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 📱 +91 8898726674

📍 Mumbai, India 🌐 aakash-m.github.io/

in linkedin.com/in/aakash-makhija ○ github.com/aakash-m

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
RayLib | Networking | Firebase

WORK EXPERIENCE

Unity AR/VR Developer
Ajnalens

06/2021 - Present   *Mumbai, India*

Tasks

- Develop augmented reality applications for HMD - AjnaLens.
- Mix of front-end and backend programming on various platforms and devices.
- Rapid prototyping and developing full project pipeline with the team.
- Working with a team of eight people ranging from frontend to backend 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

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.

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/llbUHqIt3fI.
- 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 (2020)
- 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 (2019)
- 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.

Zombie Runner Game (2017)
- https://aaki.itch.io/zombierunner.
- It's a stunning 3D terrain game.
- It has built-in character controllers with AI navigation and pathfinding. It also uses Cinemachine for cinematic effect.

Block Breaker Game (2016)
- https://aaki.itch.io/blockbreaker.
- A 2D game classic recreation of Arkanoid. A bat at the bottom of the screen is used to bounce a ball towards the bricks above, the bricks are destroyed after one or two hits.
- It covers 2D collisions, tagging objects, Triggering SFX &music, Moving objects with mouse etc.

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	German	Hindi
Full Professional Proficiency	*Elementary Proficiency*	*Native or Bilingual Proficiency*