

### 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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### **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

Raiasthan, 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 - 02/2021

Utrecht, Netherlands

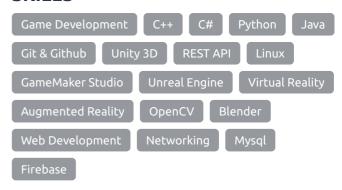
## **B.E in Computer Engineering**MGM College of Engineering and Technology

07/2011 - 06/2018 Mumbai, India

Final Year Project

 Image Authentication and Confidentiality using Cryptographic techniques

### **SKILLS**



### 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

German

Full Professional Proficiency

Elementary Proficiency

Hind

Native or Bilingual Proficiency

### INTERESTS

Playing Chess

Swimming

Playing video games

Travelling