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Top Skills

Game Development

fluter

Dart

Certifications

Data Structures

Aditya Mishra

CSE(AIML) 2025 | Game Developer | AR/VR Developer | Unity
3D & C# | Android App Developer | 3D Design & Modeling | API
Integration | Firebase Expert | Unreal Engine
Lucknow, Uttar Pradesh, India

Summary

I am an experienced Software Developer and Game Developer, specializing in AR/VR development, Android apps, and game design. My expertise spans real-time performance optimization, Unity 3D, Kotlin, and API integration, allowing me to create seamless, immersive experiences for mobile and VR platforms.

At iHub Drishti, I have been directly involved in AR/VR development, where I optimized applications using Unity 3D and ARCore, improving real-time performance for mobile and VR systems. This resulted in reduced latency and enhanced user experiences. I collaborated with teams across multiple disciplines, applying game mechanics and advanced navigation techniques to ensure applications were engaging and intuitive.

As Co-Founder of DevUp, I led the creation of 7+ Android apps, leveraging Kotlin, Firebase, and Retrofit for API integration and real-time synchronization. My work not only ensured smooth backend operations but also provided user-friendly UI/UX designs that attracted over 1000 active users.

In game development, I've worked on 4+ multiplayer games using Unity 3D and C#, focusing on multiplayer systems, game mechanics, and 3D modeling. I designed and implemented a server-client architecture using .NET for real-time multiplayer gameplay in my 3D Chess Game project. Additionally, I created detailed 3D assets using Blender and Substance Painter, optimizing both performance and visuals.

Beyond technical work, I've led hands-on boot camps, training over 100+ aspiring developers in Android development and game design, equipping them with practical skills and industry knowledge. My

achievements include winning multiple hackathons like Kumbh Mela Hackathon 2024, InnoHacks'23, and Innotech'22.

I'm always seeking new challenges where I can apply my skills in real-time systems, 3D design, and API integration to create innovative solutions. Let's connect to discuss how we can work together to develop cutting-edge technology for games, mobile apps, or AR/VR experiences.

Experience

iHub-Drishti

Intern

July 2024 - Present (3 months)

Jodhpur, Rajasthan, India

Engineered highly optimized AR/VR applications using Unity 3D, C#, Android Studio, and ARCore, focused on improving real-time performance across both mobile and VR platforms.

Reduced latency by 20% and improved UI/UX by implementing advanced localization and navigation algorithms, enhancing user interaction and immersion.

Collaborated with cross-functional teams to develop and integrate interactive XR components, which increased application responsiveness and optimized mobile-VR interface performance across multiple devices.

Led the integration of Android and Unity, ensuring seamless API integration using Retrofit and improving app scalability for 1000+ active users.

Leveraged Blender for creating realistic 3D models and animations, optimizing visuals without compromising performance.

Key Technologies: Unity 3D, C#, ARCore, Android Studio, Retrofit, Unity-Android Integration, Flutter, Blender, Real-Time Systems

DevUp

Co-Founder

October 2022 - Present (2 years)

India

Led the development of 7+ high-performance Android apps using Kotlin, Firebase, and Jetpack Compose, focusing on real-time data synchronization, API integration, and user authentication.

Increased user engagement by 25% through intuitive UI/UX design, resulting in 1000+ active profiles and 99.9% synchronization success.

Developed immersive AR/VR experiences utilizing Unity 3D and C#, blending creativity with 3D modeling for educational tools, games, and simulations. Integrated Retrofit APIs and Firebase backends for scalable, high-performing apps, ensuring smooth communication between systems.

Key Technologies: Kotlin, Firebase, Unity 3D, Retrofit, Jetpack Compose, C#, ARCore, API Integration, 3D Modeling

Technocrats

Game Developer

September 2023 - Present (1 year 1 month)

Ghaziabad, Uttar Pradesh, India

Developed 4+ multiplayer games using Unity 3D and C#, focusing on multiplayer systems, game mechanics, and level design to enhance gameplay experiences.

Designed and optimized 20+ 3D models using Blender and Substance Painter, ensuring high-quality visuals and smooth performance for gaming environments across various devices.

Implemented real-time multiplayer functionality, reducing server-client latency by 15%, ensuring seamless player interaction and improving in-game performance.

Specialized in game asset creation, animation, and optimization, leading to a 30% increase in player retention through enhanced visuals and mechanics.

Key Technologies: Unity 3D, C#, Blender, Substance Painter, Multiplayer Systems, Game Mechanics, 3D Modeling, Animation

Education

KIET Group of Institutions

Bachelor's degree, Computer Software Engineering · (November 2021 - July 2025)

mg convent school

class 12, none · (2006 - 2020)