

# AMRUT MUJUMDAR

+91 9425014692

mujumdaramrut2000@gmail.com

amrutmujumdar.com

LinkedIn

GitHub

## EDUCATION

### Bachelor of Technology (B. Tech) - Electronics and Communication Engineering

2019 - 2023

Jabalpur Engineering College, Jabalpur  
CGPA: 8.22

### High School - CBSE

Chhatrapati Shivaji Maharaj Public School, Indore  
PCM: 85.4%

2019

## SKILLS

**Languages** : C#, Python, C++, JavaScript

**Technical Skills** : Unity Engine, Oculus, OpenXR, Vuforia, Firebase, Photon Engine, MySQL, Netcode, UI/UX, ARFoundation, Android, WebGL, Unreal Engine

**Tools/Frameworks** : .NET, Photoshop, Blender, Figma, Azure, Meta Spark AR, Quest 2/3, Spline, Visual Studio, PyCharm, VS Code, Git, GitHub

## EXPERIENCE

### WOLTERS KULWERS

Consultant - VR Developer

Mar 2023 - Present  
Pune, Maharashtra, India

- Involved in the design, and development of **Metaverse** (3D Immersive world) from scratch, focusing on VR experience.
- Technology Used:** Unity, Photon Engine, Firebase, C# & Quest 3.

### JIO TESSERACT

Developer Partner

2021 - 2023  
Remote

- Led the design and development of a 3D game application [BALL REALM: Mixed Reality based Hypercasual Game] using **Unity Engine** & its built-in tools and plugins and **C#** for Jio Glass. Got hands-in experience while working on **JMR SDK**.
- Utilized **Firebase** for backend services and database management.

## PROJECTS

### Nightmare Reborn VR Game | QUEST 3

([Video](#)) ([Playstore](#)) ([WebGL](#))

2023-2024

- Created this game for **PLAYSTORE** [Google Cardboard], **WebGL** and **META QUEST 3**.
- In this game, you're the survivor. You have only a few things to help you, and you're up against lots of zombies. You'll need to pick your weapons smartly and think about your moves as you explore this spooky place.

### Ball Realm XR Application ([GitHub](#))

2022

- As part of a project, I used Unity Engine and C# and demonstrated my skills in mixed reality technology by developing an application called Ball Realm for **Jio Glass** and **Holoboard** using Unity and AR/VR principles.

### AR Try On Watch ([Video I](#)) ([Video II](#))

2022

- Developed an AR-based Try-on Watch concept using **Unity** and **Vuforia SDK**, and programming in **C#**.
- The era of flat-screen view e-commerce is over. Today, users want to have a better customer experience and want to be sure that they buy the right products.

### Augmented Reality Business Card ([Video](#)) ([GitHub](#))

2021

- Developed an AR-based business card app using Unity's animator and Vuforia SDK, and programming in C#.
- Enabled users to view AR content by pointing their phone camera at a physical business card using the app.
- Technology Used:** Unity Engine, C#, Vuforia.