

# ARAVIND BALA KUMAR

## DEVELOPER PORTFOLIO



[HTTPS://ARAVINDBALAKUMAR.GITHUB.IO/PORTFOLIO/](https://aravindbalakumar.github.io/portfolio/)

+353 089 264 5211



ARAVINDSBALAKUMAR92@GMAIL.COM

+91 95000 37222





## Aravind balakumar

**Game Developer | AR/VR Developer | Website Developer | UX & UI Designer**

An developer having worked in different industries predominantly in AR/VR and Game Development, Currently trying to intertwine technical and creative aspect by actively learning skills and by pursuing latest trends.

I am programming language agnostic whatever you throw at me will look from a positive angle and take up the challenge will come up with a solution that is both efficient in terms of resources and time without sacrificing quality and creativity. Recent academic education has reinforced my user-centred thinking enabling me to see problems in new ways and design experiences that work well to resonate with players.

Throughout my career, I have consistently delivered measurable impact from optimising performance, implementing scalable systems up-to mentoring teams, while having a attitude towards continuous experimentation and learning ultimately allowing me to create immersive and high-quality experiences.

## WORK EXPERIENCE

8

2022-2024

Game Developer,  
Pixcellplay (Formerly Nokout)

7

2022-2022

Game Developer,  
Nokout (Pixcellplay)

6

2021-2022

Unity Developer,  
Inspirit VR

5

2021-2021

Game Programmer,  
Foretell

4

2018-2021

AR/VR Developer,  
Hard N Software Technologies

2

2016-2017

Web Programmer,  
ViralBae

## EDUCATION

9

2024-2025

Masters in Interaction &  
experience design

3

2017-2018

PG Diploma, Game Development  
and design

1

2012-2016

B.E CSE, St joseph's Institute of  
technology

## TECH STACK



# PROJECTS



**STEM simulation for law of proportions**



**Provides the experience of placing virtual furniture in real world**



**Experience feature by feature of Audi cars in AR**



**Experience feature by feature of Ford cars in AR**



**Gamified AR sustainable Tourism**



**Mastermind game but with a twist of numbers**



**Collect, attack as you ride along route 66 while fixing it**



**Clues to help you find the word but not always**



**UX pet connect App**

# AR Decor (Augment Reality)- Hard N Soft

## Description

AR decor is project about placing virtual furniture's in real world using marker-less AR to address the lack of visual feed before buying furniture.

## Tech stack used

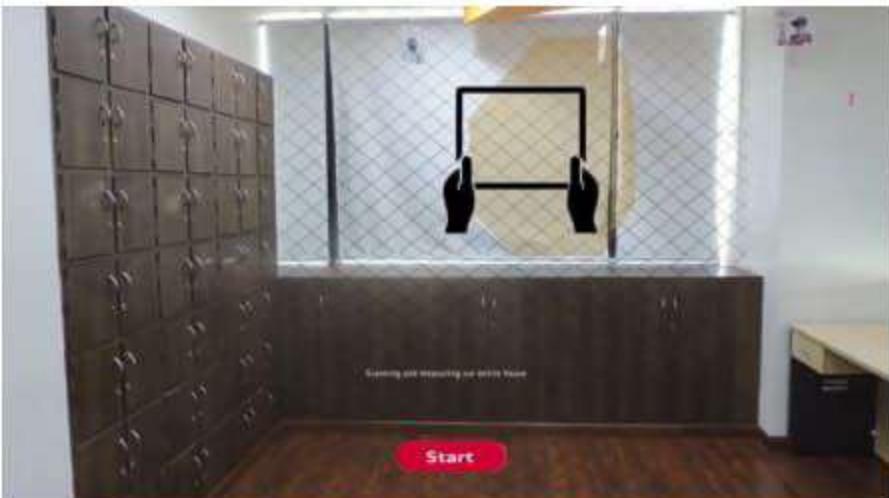
Unity(c#),AR kit,JSON,Firebase Analytics and Firebase Authentication

## Roles (Developer)

Spearheaded the first Research and Development of AR products in the Hard N soft technologies.

Created a custom plugin for iOS for notifications

Developed the functionality and the flow of the app along with incorporating the analytics to evaluate the usage of app by the clientele



# AUDI AR (Augment Reality)- Hard N Soft

## Description

Project focusing on the visualization of car's features and customize it on the via an application using marker less AR to place and view it in its spectacular view

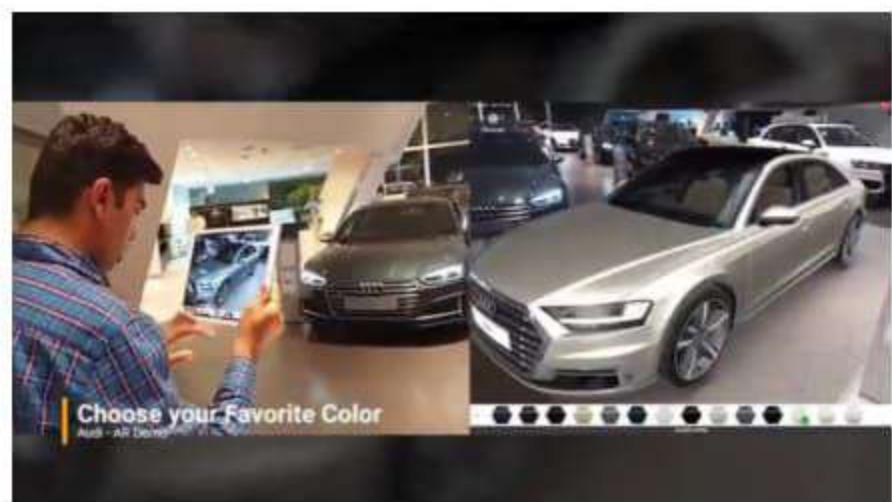


## Tech stack used

Unity(c#) ,AR kit, Shadergraph, JSON, Custom Analytics.

## Roles (Developer)

Developed the functionality of the app along with the basic clear coat shader using shadergraph and adhered to the design and standards of ford while developing the app features that allow users to customize the card to their needs



# Ford AR (Augument Reality) -Hard N Soft

## Description

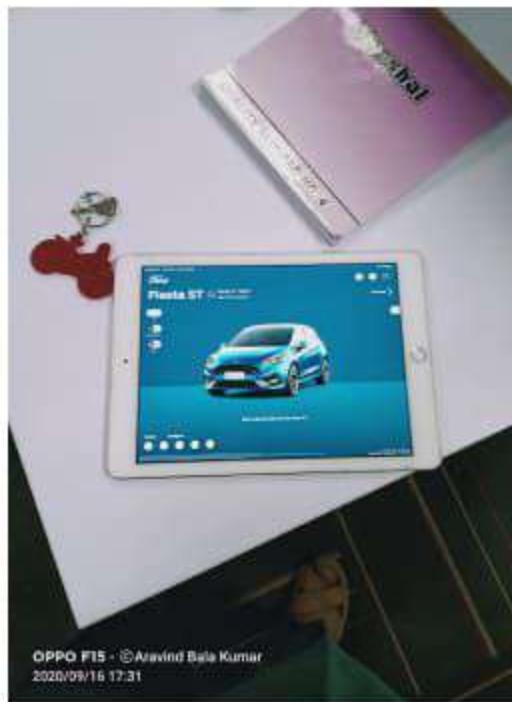
Visualizing the magnificence of the ford range of vehicles in AR while allowing users to customize and see significant features.

## Tech stack used

Unity(c#) ,AR kit, JSON and Amazon S3 bucket(storage)

## Roles (Developer)

Developed the functionality of the app and adhered to the ford standards in terms of code and UI, Managed the bundling of each individual car assets into asset bundles to upload into s3 bucket for on demand usage.



# Law of proportions (STEM simulation)- Inspirit VR

## Description

An baking game simulation to demonstrate how law of proportions work for younger audience to a younger audience



## Tech stack used

Unity(c#), Webgl, WebVR, Meta Quest VR sdk



## Roles (Developer)

Developed the game and core mechanics using the standard library of unity and repeated iteration to verify the usability against younger audience



# Route 66(In Game Events) - Pixcellplay

## Description

A similar game designed and developed with the direct aspiration from coin master and dice dreams where cards and exploration of all the areas in the way of route 66.

## Tech stack used

Unity(c#), Firebase RTDB, Game Analytics, Max SDK

## Roles (Developer)

Developed an in game event system that allows each event to have individual time constraint and unique rewards and created a data update pathway in Firebase RTDB for updating the expiry time and rewards on the go

Developed the game Tutorial system that allowed the player to move from one by one step, Ultimately teaching the game flow to the user.

Created an Global Event callback wrapper that helps the other developers to directly subscribe and unsubscribe to global events without referencing the script

Change the clustered code base into a singleton pattern for ease of access



# Hacked Password Puzzle (Game) - Pixcellplay

## Description

Iteration of the bulls and cows as a mobile game targeting audiences who are into number puzzle genre

## Tech stack used

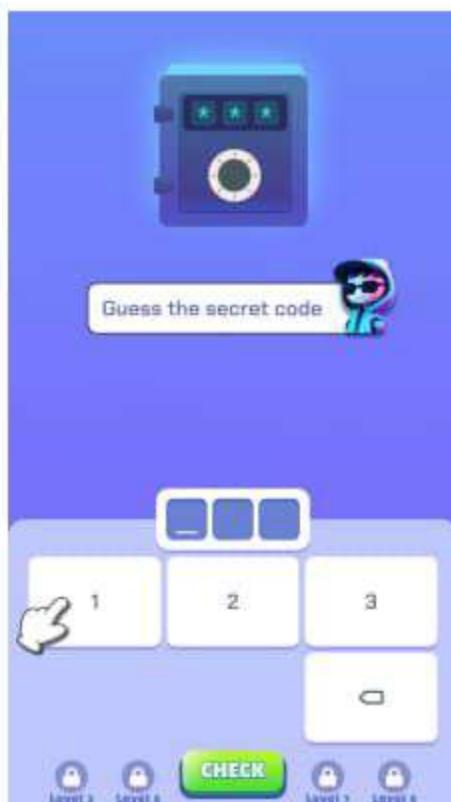
Unity(c#), Firebase RTDB, Firebase Authentication, Game Analytics, Max SDK, Firebase cloud function.

## Roles (Developer)

Developed the entire game from scratch with power-ups and enticing features such as PVP (passive), Tournament (passive) and Leader-board system which improve player retention

Created Custom matchmaking algorithm for PVP

Animated most of the game in DOTween engine



# Word Mastermind (Game) - Pixcellplay

## Description

Word puzzle game that entices people to test their vocabulary. An game primarily focused on the users of puzzle genre. An word iteration of the mastermind game,

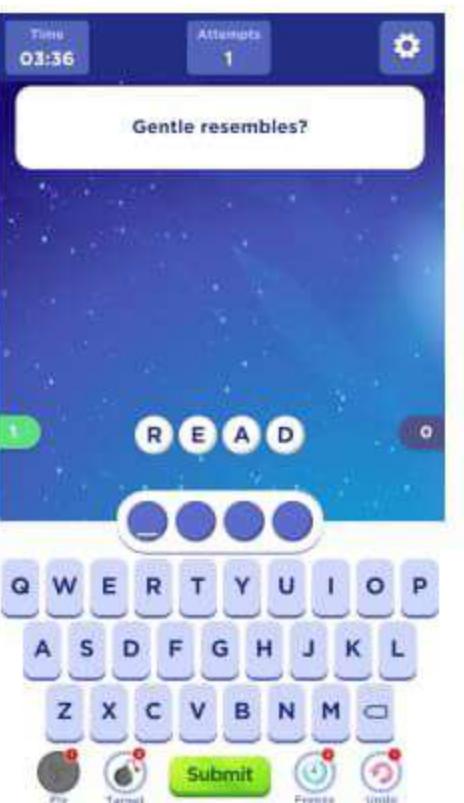
## Tech stack used

Unity(c#), Firebase RTDB, Firebase Authentication, Game Analytics, Max SDK, Firebase cloud function.

## Roles (Developer)

Developed the entire game from the ground up, including power-ups and appealing elements like leaderboards, passive tournaments, and PVP to increase player retention. Created Custom matchmaking algorithm for PVP, Created Custom handler for english dictionary, Animated most of the game in DOTween engine.

This project was used to create a template, Creating an total project wrapper template that composed of all the functionalities and sdk integration which was used for the rest of the project being used by the company.



# Pet Connect

## Description

The all-in-one app for pet lovers! 🐾

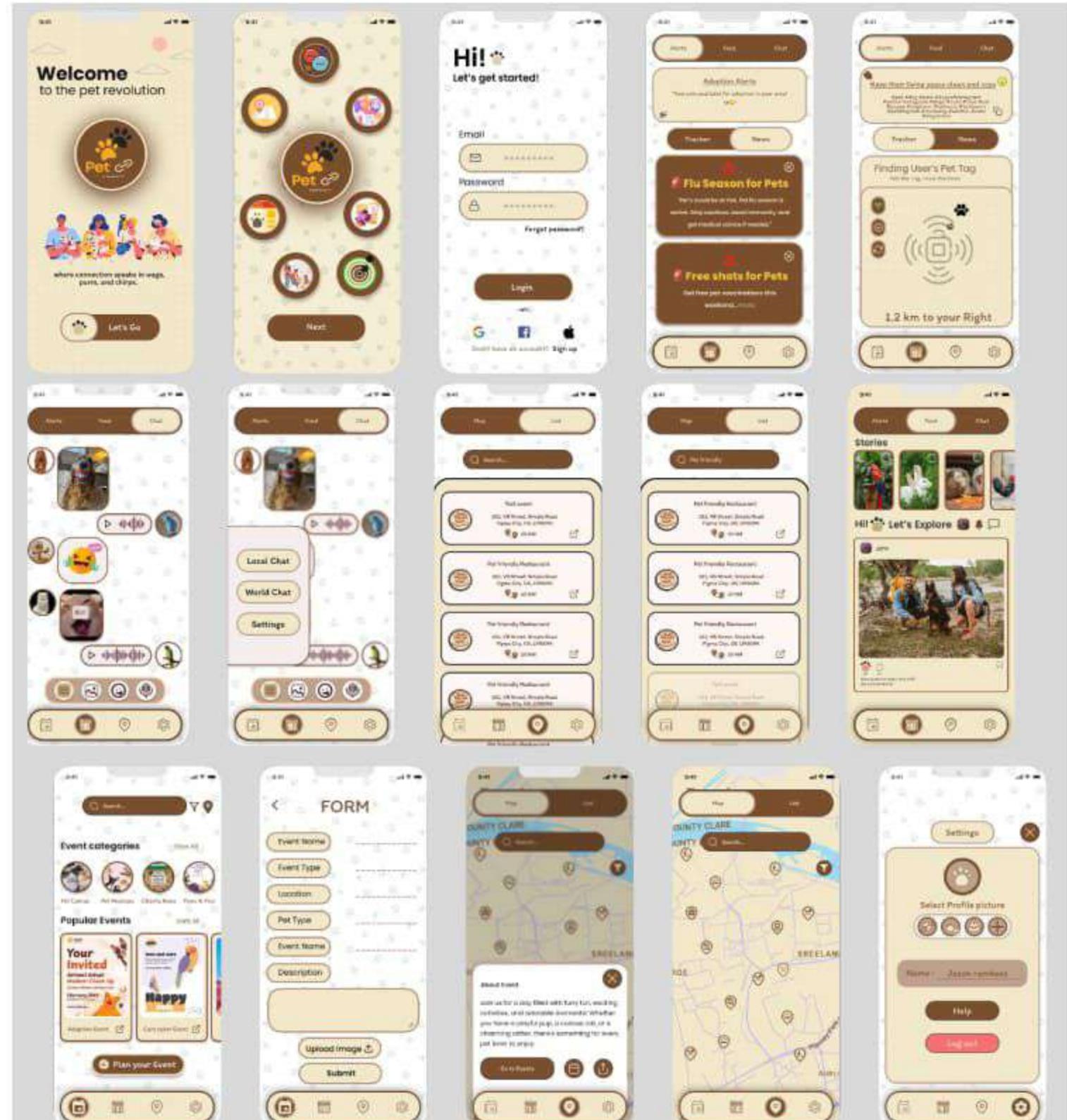
This app combines daily pet care with a social community, offering tools to track health, discover local events, and share photos, videos, and stories. A built-in chat system supports text, images, emojis, and voice messages, while the pet tagging feature helps locate missing pets. The alert panel delivers updates on lost animals, health advisories, and local announcements. An interactive pet-friendly map highlights adoption drives, community meetups, and welcoming spaces for pets.

## Tech stack used

Figma, Insights from Game analytics, Forms office

## Roles (UX designer)

Steered and took over the role of UX designer and led the following activities  
Brainstorming, Mindmapping, Competitor Analysis, Survey, Empathy mapping, User persona, Low fidelity prototype, High fidelity Prototype and Figma prototype



# Gamified AR sustainable tourism

## Description

An mobile AR experience that turns sustainable tourism into a fun and rewarding. Using Pokémon Go-style navigation, and immersive AR content. The Quest system and the ability to earn points, badges, along with the ability to exchange those points real-world rewards like coupons from local businesses. entice and excite the user to engage. By combining exploration, play, and tangible incentives, the app motivates responsible behaviour.

## Tech stack used

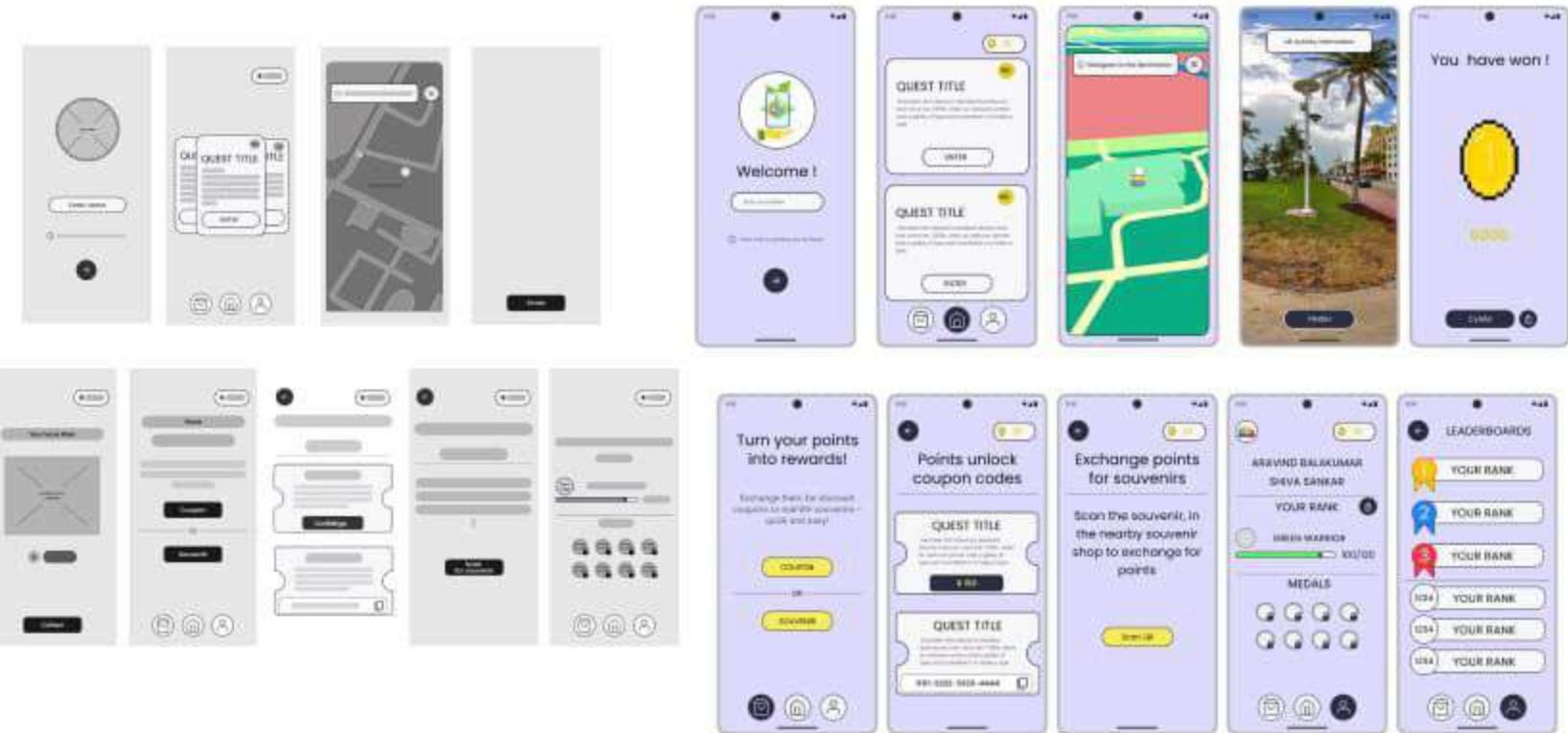
Unity,C#, Github,vuforia, Ninatic lightship maps

## Roles (Developer)

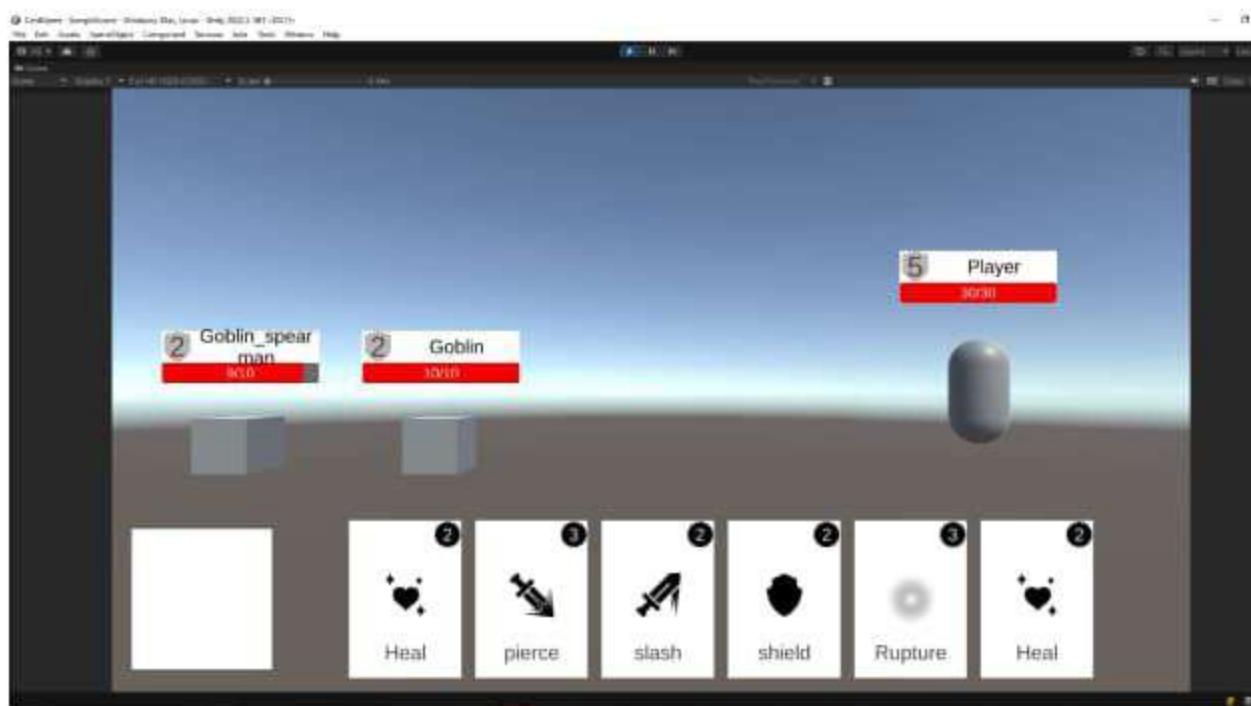
Developed the entire AR application and the designs from the ground up,

Features such as

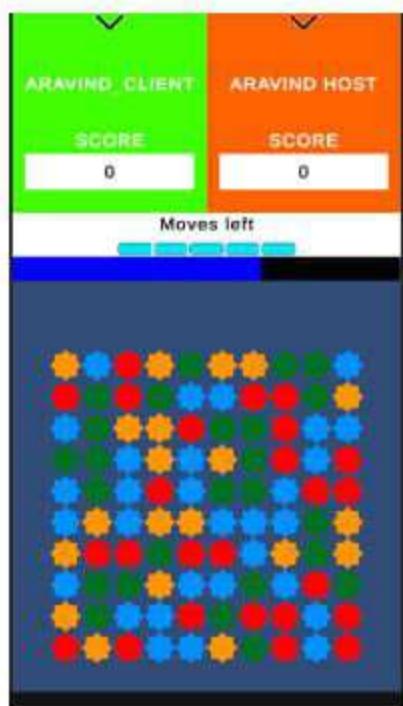
- Pokemon GO style map integration
- Quest systems
- Profile System
- Mock leaderboards
- Mock reward system
- Markerless target such as Area target



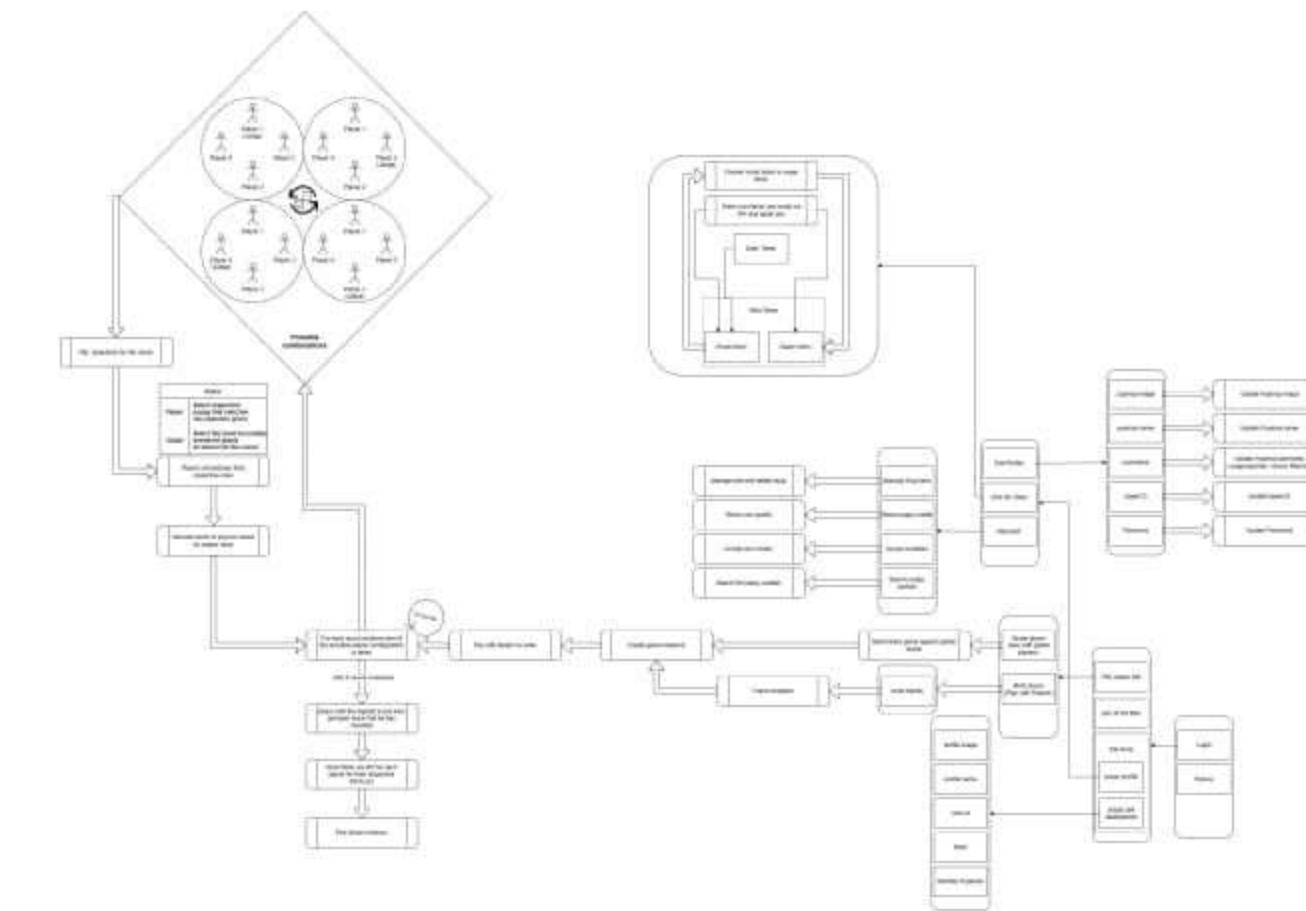
# Recent personal Ideation and projects



Turn based rpg with card as a action



Turn based  
Match 3 multiplayer Game



Flow for a puppy Game

# THANK YOU