

BALAJI RAO

Unity Developer

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🌐 <https://www.linkedin.com/in/balaji-rao/> 📍 Gurugram

EXPERIENCE

Lead Unity Developer - SDE III

09/2023 - Present

Invincible Ocean, Gurugram

Gurugram, HR

- Spearheaded team operations and development in Unity, focusing on architectural design, road map execution, and hands-on programming.
- Advanced skills in Unity for AR/VR development, proficient in React Three.js for interactive 3D web applications.
- Developed diverse AR/VR projects to enhance user experience and achieve business goals.
- Committed to lifelong learning and staying abreast of emerging trends in AI, machine learning, and computer graphics.
- Ambitious team leader, eager to collaborate on groundbreaking projects in dynamic, technology-driven environments.

Unity Developer - Team Lead

04/2022 - 08/2023

Better Media and Tech

Noida, UP

- Spearheaded the inception and growth of a Unity development team, building and leading a team of 8-10 members.
- Designed and developed multiple Metaverse products under the Skyverse brand, including a Shopping Mall, Exhibition Centre, DJ Night Club, Personal Theaters, a City, and numerous Art Galleries.
- Engineered comprehensive demos for Metaverse products to showcase to stakeholders and potential customers.
- Collaborated closely with Bridgestone to develop a standalone VR application for product training.

3D Generalist - Team Lead

06/2021 - 04/2022

Logiclump Technologies

New Delhi

- Led a team of 10 developers and freelancers, ensuring quality and timely execution of multiple client projects.
- Pioneered the creation of a proof-of-concept for a Metaverse application.
- Managed the 3D pipeline, including the creation, staging, and integration of game assets.
- Coordinated project management responsibilities, setting project timelines, and ensuring deliverables were met to client satisfaction.

3D Artist

11/2020 - 05/2021

Hashshing Company

Hyderabad

- Leveraged skills in 3D modeling, environment creation, character modeling, texturing, and shader creation using tools such as Maya, Blender, and Substance Painter to deliver low-poly optimized game assets.

Frontend Developer

11/2018 - 05/2019

Alfiehm Technologies

Chennai

- Used HTML, CSS, JavaScript, and Angular JS to translate wireframe designs into engaging user interfaces.
- Contributed to early-stage MERN stack projects to deliver robust web solutions.

FIND ME ONLINE



github.com/art3miz18



www.artstation.com/art3miz

Artstation



www.linkedin.com/in/balaji-rao-/



SKILLS

AR / VR development ·

Object-Oriented Programming ·

Databases: MongoDB, Postgres, Firebase

python · C# ·

JavaScript · React · NextJS · Three JS ·

version Control · GIT · Unity VCS ·

Cross platform Integration ·

Project Management tools · CI / CD ·

Deployment and hosting

EDUCATION

B.Tech in Computer Science and Engineering

SRM University (Chennai)

07/2015 - 05/2019

PG Diploma in Game Art and Design

Backstage Pass Institute of Science and technology

09/2019 - 03/2021

TRAINING / COURSES

Build Generative AI powered Application using AI (Python)

IBM (courseera)

Python For data Science

Google (Courseera)

Python AI for application Development

Google (courseera)