

SKILLS

Unity Engine, C#, XR Interaction Toolkit, AR Foundation (ARCore, ARKit), VR Development, AR Development, Meta Quest, XR Grab and Ray Interactors, Hand Tracking, VR UX Principles, Git, GitHub, React.js, Next.js, Tailwind CSS, Node.js, Express.js, MongoDB, REST APIs, JWT Authentication, Firebase, Vercel

EXPERIENCE

- [Game Developer at SKIDOS](#)
- [Intern at Insanity Crew](#)
- [UDC GAMEJAM - \(Itch.io\)](#)
- [Rajasthan-IT Hackathon](#)

XR PROJECTS

[CUSTOM CARS](#)

Built an interactive AR car customization application using Unity, **AR Foundation, and C#**, allowing users to place a full-scale car model in real space and apply real-time modifications (colors, rims, body kits, lighting). Implemented touch-based interactions, **material swapping, 3D model optimization**, and real-time rendering for high performance on mobile. Integrated AI-assisted suggestions for recommended car designs. Focused on UX, scalability, and **AR tracking** stability to deliver a polished, production-ready AR experience.

[JEWELLERY STORE](#)

Developed a VR jewellery store application using Unity and **XR Interaction Toolkit**, allowing users to explore a virtual showroom and interact with gold jewellery items such as necklaces, rings, and bangles. Implemented **grab-based interactions to pick up items**, view detailed models, and display real-time pricing through an in-game UI. Designed a wallet-based purchase system that enables users to buy items based on available balance, with dynamic feedback for successful purchases and insufficient funds.

GAME PROJECTS

[NIGHTMARE](#)

A **3D third-person fighting game** built with **Unity and C#**, featuring **AI-driven enemies using Unity's NavMesh** system. The game includes fluid combat mechanics, player movement, and health system. Character models and animations are integrated from **Mixamo**, while the terrain and map are created using **Unity's Terrain** System. Available on **WebGL and Android**, offering an immersive action-packed experience.

WEB PROJECTS

[CAR-BECHO](#)

A full-stack car dealership platform built with **React (Vite), Node.js (Express), and MongoDB**, designed for seamless buying and selling of vehicles. The app features real-time messaging (**Socket.io**), buyer and seller authentication with **Mailtrap verification & reCAPTCHA**, and a fully responsive **Tailwind CSS UI**. Sellers get a dedicated dashboard to manage listings, while buyers can browse and chat with sellers directly. The backend is hosted on **Render**, and the frontend on **Vercel**, ensuring smooth deployment and performance.

EDUCATION

TEERTHANKAR MAHAVIR UNIVERSITY

Bachelor of Computer Application

2022 - 2025

R.M.S.G PUBLIC SCHOOL

Senior Secondary school

2020 - 2021