ARYAN JAIN

+91 9569058699
aryanofficialjain@gmail.com Github
LinkedIn Portfolio

SKILLS

React.js, Next.js, Tailwind CSS, Node.js, Express.js, MongoDB, REST APIs, JWT Authentication, Firebase, Vercel 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,

EXPERIENCE

- **Software Engineer at SKIDOS**
- **Internship at Insanity Crew**
- **UDC GAMEJAM - (Itch.io)**
- **Rajasthan-IT Hackathon**

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.

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.

EDUCATION

TEERTHANKAR MAHAVIR UNIVERSITY
Bachelor of Computer Application
2022 - 2025

R.M.S.G PUBLIC SCHOOL
Senior Secondary school
2020 - 2021