B S AKHILESH

UNREAL ENGINE DEVELOPER | AR/VR & SIMULATION SPECIALIST | C++ | BLUEPRINTS

CONTACTS

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💼 Akhilesh B S

🌐 Portfolio

EDUCATION

B.TECH in Mechanical Engineering, SV College of Engineering and Technology 2019-2022 (85%)

DIPLOMA in Mechanical Engineering, Kuppam Engineering College 2015-2019 (68%)

SKILLS

Game & XR Development:
Unreal Engine 5 VR/AR/MR,
Rendering,UI Integration,
ARCore, ARKit,
Mobile XR Applications,
Digital Twins,
MetaHuman Integration,
Pixel Streaming,
Networking (UDP/TCP)

Programming & Scripting:
C++, Unreal Blueprints,
Java, HTML, CSS,
JavaScript,
Git/GitHub

COURSEWORK

AR/VR Experiences (Ajna Creator)
6-month training on 3D NFT Creator
• 3D Environment Creator
• XR Interaction Creator
• Simulation Creator
• Digital Twin Creator
• Ajna Creator

Full Stack Developer (JSpiders)
6-month training on Java
• HTML & CSS • JavaScript
• React • SQL.

OBJECTIVE

Enthusiastic Unreal Engine Developer with 1.5+ years of experience in AR/VR and simulation projects. Skilled in C++, Blueprints, flight simulation systems (FDM, PFDs), and VRPN tracking. Hands on with Networking (UDP), Git, Pixel Streaming, Unreal UI integration, ARCore/ARKit, and Mobile XR app development. Looking to build innovative and immersive real-time experiences.

EXPERIENCE

LTX – Launch Trax – *Bengaluru, Karnataka, India (On-site)*
Junior Unreal Engine Developer (Full-time)
Game Developer (Internship)
Jul 2024 – Present

•Developed a complete Flight Simulator in Unreal Engine 5 with JSBSim-based Flight Dynamics Model (FDM) and fully functional Primary Flight Displays (PFDs).

• Created rigging and animation systems for aircraft models, including landing gear, control surfaces, and missile deployment Systems.

• Designed and integrated Autoflight systems and VRPN tracking for enhanced simulator realism.

• Built immersive AR/VR/XR applications for desktop and mobile (ARCore/ARKit) using Unreal Engine 5.

• Implemented UDP networking for real-time data streaming and live simulation updates.

• Contributed to UI/UX integration in Unreal Engine for simulation systems.

• Used Git (GitHub, SourceTree) for version control and collaborative development.

Skills Used:
Unreal Engine 5, ARCore/ARKit, XR Development, JSBSim, C++, Blueprints, Git, UDP Networking, VRPN, 3D Simulation, Animation & Rigging, UI/UX Integration, Digital Twins, AI Scripting

PROJECTS

XR Hospital Simulation: Built an XR hospital interface with patient data, payments, and monitoring using Unreal Blueprints.

Simulation Effects & Physics: Developed realistic water, fire, smoke, cloth, and rope physics for training and entertainment simulations.

Model Pro : Created a custom Unreal Engine app with real-time model updates, runtime gizmo controls, and Undo/Redo, copy, delete, save features using C++ and Blueprints.