BS AKHILESH

GAME & XR DEVELOPER | UNREAL ENGINE • UNITY • AR/VR

CONTACTS

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- Portfolio

EDUCATION

SV College of Engineering and Technology
B-Tech(Mechanical Engineering)
- 2022

kuppam Engineering College
Diploma(Mechanical Engineering)
- 2019

ADDITIONAL COURSEWORK

AR/VR Experiences – AjnaCreator
3D NFT Creation
3D Environment Design
XR Interaction Design
Simulation Development
Digital Twin Creation
Ajna Creator Tools

Full Stack Development – JSpiders
Trained in Java, HTML, CSS, JavaScript, React, and SQL for full-stack web development.

SKILLS

GAME & XR DEVELOPMENT
- Unreal Engine 5 (Game Development, VR/AR, Rendering)
- Unity 3D (Game Development, XR Applications)
- Simulation Systems (Custom Scripting, Physics-Based Logic)
- MetaHuman Integration, Digital Twins

PROGRAMMING & SCRIPTING
- C++, C#, Java
- Unreal Blueprints
- HTML, CSS, JavaScript
- Git, GitHub

3D MODELING & DESIGN
- Blender, Shapr3D, SketchUp (CAD)
- 3D NFT & Environment Creation
- XR Interaction Design (Unreal, Unity)

GRAPHIC DESIGN
- Adobe Photoshop
- Adobe Illustrator

PERSONAL SKILLS

- Attention to detail
- Communication
- Problem solving
- Creativity
- Abaptability

OBJECTIVE

Passionate Game and XR Developer with hands-on experience in Unreal Engine and Unity. Developed flight simulations with custom FDM (Flight Dynamics Model), Primary Flight Displays (PFDs), and integrated VRPN tracking systems. Skilled in AR/VR development using both C++ and C#, as well as Unreal Blueprints. Proficient in 3D environment creation, rigging, animation, and immersive interaction design. Seeking to contribute expertise in simulation, real-time rendering, and cross-platform XR development to create innovative and engaging experiences.

EXPERIENCE

LTX - LaunchTrax
Bengaluru, Karnataka, India — On-site   Jul 2024 – Present (11 months)

- **Junior Unreal Engine Developer (Full-time)**
- **Game Developer (Internship)**

- Designed and developed a complete Flight Simulator using Unreal Engine 5, implementing full JSBSim-based Flight Dynamics Model (FDM) and Primary Flight Display (PFDs).

- Created complex rigging systems for aircraft models, including landing gear animations, control surfaces, and missile deployment systems.

- Integrated VRPN tracking systems and developed Autoflight systems to enhance simulator realism.

- Built immersive AR/VR experiences using both Unreal Engine and Unity, with programming in C++, C#, and Blueprints.

- Implemented networking via UDP, receiving real-time data streams and converting them into accurate Unreal Engine coordinates for live simulation.

- Used Git and SourceTree for version control and team collaboration.

Skills Used:
- Unreal Engine 5, Unity, JSBSim, C++, C#, Blueprints, Git, SourceTree, VRPN, UDP Networking, Animation & Rigging, AR/VR Development, AI Scripting, 3D Simulation

PROJECTS

- **MetaHuman Retargeting & Animation**

- Retargeted MetaHuman animations for custom characters using Blueprints in Unreal Engine 5.

- Developed camera control systems to improve user immersion and dynamic storytelling.

- **Warehouse Environment Simulation**

- Designed a detailed 3D warehouse environment from scratch using Unreal Engine, implementing lighting, particle effects, and optimized asset placement.

- Created a fully explorable, immersive scene with interactive elements and ambient audio for realism.

- **XR Hospital Simulation Interface**

- Developed a functional XR hospital patient simulation with interactive interfaces for viewing medical records, payment systems, and patient monitoring.

- Applied XR interaction logic using Blueprints for seamless VR/AR experience.

- **Simulation Effects & Realistic Physics**

- Created dynamic water, smoke, fire, cloth, and rope simulations using built-in tools and custom physics constraints in Unreal Engine.

- Engineered body physics and interaction effects to enhance realism in training and entertainment simulations.