BUVANESH C

AR / VR DEVELOPER (Unity | XR | Spatial Computing)

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PROFESSIONAL SUMMARY

Innovative AR/VR Developer with strong hands-on experience in building immersive 3D applications using Unity and C#. Skilled in developing VR simulations and AR experiences with a focus on interaction design, performance optimization, and real-world use cases. Passionate about transforming creative ideas into scalable, engaging virtual environments for education, training, and cultural preservation

EDUCATION

Bannari Amman Institute of Technology
B.E. Computer Science and Engineering (2024 – 2028)
Saratha Matric Higher Secondary School
HSC – 2023–2024
SSLC – 2021–2022

PROJECT EXPERIENCE

VR Surgery Simulation

- Designed and developed a VR-based surgical training application using Unity and XR Interaction Toolkit.
- Implemented realistic 3D interactions and physics-based tool handling to simulate surgical procedures safely.
- Focused on precision interaction design, enabling users to practice complex steps without physical equipment.
- Improved training efficiency by replacing costly consumables and lab setups with a virtual practice environment.

Heritage AR Experience

- Developed an AR application showcasing historical sites with interactive 3D models and information overlays.
- Used AR Foundation to anchor virtual content accurately in real-world environments.
- Enhanced user engagement by combining visual storytelling and spatial interaction for cultural education.

CAREER INTERESTS

- Unity / XR Development
- VR Training Simulations
- AR Applications for Education & Culture
- Immersive UI/UX Design
- Performance Optimization for Standalone VR

TECHNICAL SKILLS

Game Engine & Programming

- Unity Game Engine
- C# Programming (OOP, scripting, prefabs, animation)

AR / VR & XR Development

- Virtual Reality (VR) & Augmented Reality (AR) Development
- AR Foundation
- XR Interaction Toolkit
- OpenXR
- Hand-tracking & gaze-based interaction systems

3D & UI/UX

- Blender 3D (model handling and asset integration)
- UI/UX for immersive experiences
- Interactive VR menus and spatial UI design

Optimization & Deployment

- Frame rate tuning and performance optimization
- Occlusion culling and asset compression
- Physics simulation & interaction design
- Deployment for Meta Quest, PC VR, and Android platforms

Collaboration Tools

- Team collaboration
- Version control using Git

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