

ROHIT KUMAR



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Safidon, Haryana

ABOUT ME

I am Rohit Kumar, a B.Tech Computer Science student with a strong interest in game development, AR/VR, and interactive technologies. Skilled in Unity (2D & 3D) and C# scripting, I have hands-on experience with player movement, animations, UI systems, prefabs, and basic game mechanics.

I enjoy creating interactive and engaging experiences, and I am eager to apply my skills as a Unity Developer Intern while learning from real-world projects and contributing to innovative solutions. Proficient in tools like Unity, Unreal Engine, Blender, NVIDIA Omniverse, and programming in Java, C#, and Python. Adept at leading full product lifecycles and delivering immersive, tech-driven experiences that solve real-world problems.

SKILLS

- AR/VR/XR Development
- 3D Modelling, Texturing, Animation
- Unity3D, Unreal Engine (Basics)
- Character Animation(Iclone)
- Wix Studios
- C#
- Python
- Unity3D
- 2D/3D game design

DESIGN TOOLS/SOFTWARE

- Blender
- Unity
- Git
- Visual Studio
- NVIDIA Omniverse
- Iclone
- Excel/Powerpoint

PROJECT

- **VR Tours:** Ram Mandir (VR Tour), Taj Mahal (VR Tour)
- **Medical Simulation:** Operation
- **EDUCATION&TRAINING:** WELDING SIMULATION,ANN STUDY SIMULATION
- **Unity 2D :** Plan Shoooter
- **Unity 3D:** Survival Game
- **AR :** 3D Model Detection ,Smart Learning AR

Education

Bachelor of Technology in Computer Science and Engineering (AI&ML)
PIET (July 2022- (Present)

EXPERIENCE

AR/VR DESINER INTERN

Present (2025)

Tetrahedron manufacturing services pvt. ltd.

- Designed and executed interior layouts for residential and commercial projects, focusing on enhancing functionality and aesthetic appeal.
- Developed 3D renderings and visual presentations to communicate design concepts to clients.
- Collaborated with contractors and suppliers to ensure timely completion of projects within budget.
- Created detailed material boards and product specifications for client approval.

METaverse DEVELOPER INTERN

Apr 2024 - May 2024

RiyalVerse Technology Pvt. Ltd , India

- Multiplier(Photon Fusion)
- Character Animations
- Increased code test coverage from 45% to 90%
- Implementing interactive and animated AR effects using modelling software and AR development tools
- Created advanced gameplay mechanics and systems for various VR projects
- Optimized performance and ensured smooth frame rates by implementing efficient coding techniques

UNITY DEVELOPER INTERN

(2023-24)

AVB studio pvt ltd, India

- Developed interactive and immersive virtual reality (VR) experiences using Unity game engine
- Created advanced gameplay mechanics and systems for various VR projects
- Collaborated with artists and designers to implement models, animations, and visual effects into Unity
- Optimized performance and ensured smooth frame rates by implementing efficient coding techniques

LANGUAGES

English
Hindi