

DHANANJAY JAGDISH DUBEY

220 William Street Fl 2, Harrison, NJ 07029, United States | +1(551)220-0317 | dhananjay.dubey111192@gmail.com
WWW: <https://github.com/dubeydhananjay> | <https://github.com/dd573Njit> | <https://www.linkedin.com/in/dhananjay-dubey-670970b2>

SUMMARY:

Software Engineer with 7+ years of experience across AR/VR, game development, Android, and AI. Skilled in Unity, Kotlin, Python, and ML, with a strong focus on performance, scalability, and intuitive UX.

TECHNICAL SKILLS:

Languages: Java, C#, Python, Kotlin, C++, TypeScript, Go | **Tools:** Unity, Android Studio, Docker, MRTK, NGINX

Frameworks/Libraries: TensorFlow, PyTorch, YOLOv9, Dagger, Retrofit, ReactJS | **Web:** Django, FastAPI

Machine Learning: CNNs, NLP, Computer Vision, TensorFlow, PyTorch | **Databases:** Oracle SQL, MySQL, Postgres

ACADEMIC QUALIFICATION:

MS in Computer Science, New Jersey Institute of Technology (Sept 2023 – May 2025), GPA: 3.88/4.00.

BE in Computer Engineering, Mumbai University, India (Aug 2011 – Jul 2015).

PROJECT:

Fresh Banana Classification:

- Developed a **TensorFlow-based CNN model** to classify banana freshness with **95% accuracy**.
- Built a **real-time image classification system**, optimizing data preprocessing via **image normalization & augmentation**.

Credit Card Fraud Detection using Machine Learning:

- Designed and implemented a fraud detection pipeline on a highly imbalanced dataset (0.17% fraud cases) using feature scaling and resampling techniques.
- Evaluated multiple models, including Logistic Regression, Decision Trees, XGBoost, and CatBoost, with XGBoost achieving **~99.3% precision**, **~93.8% recall**, and **ROC-AUC of 0.99** on the test set.

WORK EXPERIENCE:

Research Assistant (Mixed Reality), New Jersey Institute of Technology **June 2024 - Present**

- Developed **real-time biometric and object detection systems** for HoloLens 2 using **Unity, YOLOv9, and LLaMA Vision**, improving **heart rate accuracy by 25%** and reducing **detection latency by 40%**.
- Integrated **gesture-based controls** and image-to-text generation to enhance **AR/VR interaction and accessibility**.

Unity Developer (Freelance/Contract), KNS Technologies & Matrix HR Technologies **Jan 2023 – July 2023**

- Led the development of **WebGL-based casual games**, reducing **rendering times by 35%**.
- Optimized **Kinect-based motion interaction** for **India Energy Week**, increasing **gesture recognition accuracy by 50%**.

Software Engineer, Think & Learn Pvt. Ltd. (Byjus), Bengaluru, Karnataka **July 2021 -Nov 2022**

- **Spearheaded performance optimizations**, improving **app loading time by 45%** through memory management and UI restructuring in Unity Game Engine.
- Developed **custom Android plugins for Unity**, enhancing **app compatibility across multiple devices**.
- Mentored **5+ junior developers**, conducting weekly code reviews and **enhancing Unity best practices**.

Senior Unity Developer, Language Your Way Pty Ltd., Melbourne, Australia **June 2020 - July 2021**

- Built **immersive 2D/3D educational games** in Unity, boosting **engagement by 30%**.
- Integrated **WeChatPay & Alipay** payment systems into Unity, facilitating **seamless in-game transactions**.

Android Developer, Truemeds, Mumbai, Maharashtra **Sept 2019 - Mar 2020**

- Built and maintained the **Truemeds Android app**, an online pharmacy platform which at the time went **100K+ downloads**, implementing secure login, prescription upload, and seamless checkout using **Kotlin, MVVM, and Retrofit**. Improved performance and UX, contributing to a **15% increase in order conversions**

Software Developer, IDZ Digital Pvt Ltd, Mumbai, Maharashtra **Mar 2017 - Sept 2019**

- Developed 2D and 3D mobile games using Unity for Android and iOS. Built and shipped **Carrom Trickshot** (at that time **100K+ downloads**) solo. Led a team of 5 on a **multiplayer Snake & Ladder** game (at that time **5M+ downloads**).

EXTRA-CURRICULAR ACTIVITIES:

Technical Lead/Technical Director, Google Developer Group on Campus, NJIT **Oct 2024 – Present**

- Led **workshops** and **mentorship** sessions across a range of emerging and core technologies, organized hackathons, and built a strong campus developer community of **50+ students**.