Nikunj Sethi

Unity XR Developer

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I am passionate about creating meaningful and immersive XR experiences that blend thoughtful UX design with robust technical development. With over four years of experience across VR and AR platforms, I've designed user-centered journeys and built interactive applications that push creative and functional boundaries. I thrive on collaboration, continuous learning, and contributing to the evolving XR landscape through both innovation and usability.

Work History

Assistant Professor - AR/VR

Jindal School of Design and Architecture, O.P Jindal Global University — July 24 - Present

- Led the design of an autonomous robotic guide for the Constitutional Museum in collaboration with IIT Madras, overseeing 3D modeling workflows in Maya and Blender to enhance visual accuracy and functionality. Applied Agile methodologies to ensure consistent progress and efficient collaboration, resulting in a streamlined development process and a high-quality deliverable.
- Teaching four courses: Creative Programming, Immersive Revolution, Mathematics for Games and ARVR, and Forensic Atelier to design students, focusing on p5.js, Unity 3D, and Immersive Technologies.
- Designed and delivered project-based curricula spanning VR/AR fundamentals, 360° recording and stitching, motion capture–driven character workflows, and Projection Mapping for experiential installations.
- Signed MoUs and collaborated with various immersive organizations to organize guest lectures, field trips, and hands-on workshops, enriching student exposure to emerging XR technologies.

Unity VR Developer

Valkyrie Industries — Jun 23 - Sept 23

- Designed and developed a user-centered physical rehabilitation experience in VR for stroke patients, prioritizing accessibility, engagement, and therapeutic value.
- Led the end-to-end design process including UX journey mapping, immersive interaction design, and prototyping, ensuring alignment with patient needs and therapist workflows.
- Integrated Valkyrie EIR Armbands for targeted EMS feedback, enhancing motor engagement and providing real-time sensory reinforcement.
- Conducted iterative testing with patients and therapists at King's College London, leading to actionable UX improvements.
- Recognized by the Physiotherapy Department for its potential to transform conventional rehab, contributing to Valkyrie Industries' strategic pivot from fitness to medical applications.

Unity VR Developer

Enver Studio — May 21 - Aug 22

- Worked on the development of "MotoX," a VR Dirt Bike Simulation game, which was recognized by Meta Quest as a one-of-a-kind game in this genre.
- Implemented significant functionalities, including data saving/loading, a shop system with in-game currency, and interactions with various user interfaces.
- Contributed to various Unity WebGL projects, incorporating technologies such as NFTs, PlayFab, multiplayer features (Photon PUN2), and Solana.
- In my final months, I developed small VR prototype games to gain insights into the market and its trends.

Unity VR Developer

CHRP India Pvt Ltd — Jan 21 - April 21

- Developed and implemented various training and process simulations in Virtual Reality, including fire drills and ground power unit operations.
- Delivered immersive VR solutions for clients to enhance safety training and procedural efficiency.

Ongoing Research and Development

Persuasive Crime Experience in Virtual Environments

- Leading the design and development of a VR experience that simulates persuasive cybercrimes like identity theft, scams, and social engineering, aimed at building user awareness.
- Focused on creating an intuitive and realistic user experience by mapping user journeys, designing clear interaction flows, and integrating meaningful narrative choices.
- Currently developing the application in Unity with a strong focus on how users perceive, interact, and make decisions in high-pressure virtual scenarios.
- Conducting early user testing and feedback loops to refine the experience and ensure it is engaging, educational, and easy to navigate.
- This research-driven project supports future studies on user behavior and response to manipulative digital interactions in immersive environments.

Education

Goldsmiths, University of London

Sept 22 - Sept 23

- MSc Virtual and Augmented Reality
- Grade : Merit

UPES, Dehradun

Aug 17 - May 21

- BTech CSE Graphics and Gaming
- CGPA: 7.14

Areas of Expertise

- Unity 3D
- XR Development
- C# for Unity 3D
- Github
- Notion
- Mo-Cap
- Playfab
- UX Development
- Shader Graphs
- Agile Methodologies
- Unreal Engine
- Touch Designer