NIRAJ VISHWAKARMA

UNITY GAME DEVELOPER | XR/VR APP DEVELOPER

CONTACT

📱 +91-9123340754 / +91-8961994026

✉ Nirajv21@gmail.com

🌐 https://about.me/niraj_vishwakarma

📍 Kolkata, India

PROFESSIONAL SKILLS

Game Development

2D / 3D Mobile Games

XR App Development

Project Architecturing

Documentation

Client Interaction

Providing Training on Unity

R&D on Tech Trends

TECHNICAL SKILLS

C#

Unity Game Engine

Photon Fusion Multiplayer

XCode

Android Studio

PROFILE

Experienced Unity Game Developer and VR Specialist with a decade of expertise in crafting immersive gaming and interactive experiences. My portfolio spans across mobile game development, augmented reality (AR), virtual reality (VR), and interactive applications for top-tier clients and brands.

Throughout my career, I have successfully led projects that integrate complex design principles and patterns, delivering high-quality, user-centric products. I am eager to bring this expertise to new challenges in the gaming and VR sectors, where I can continue to develop cutting-edge solutions.

WORK EXPERIENCE

Senior Software Engineer

Arrow International   Jan 2025 - Present

Developing engaging slot games for Arrow International, designed for gaming cafes across the United States.

- Contributing to initiatives that raise charity funds through innovative gaming experiences.
- Focusing on creating impactful games that blend entertainment with a purpose.

Lead Unity Developer

Dasceq India Pvt. Ltd.   March 2024 - August 2024

Led the development of a pioneering VR Education Hub App, designed to enhance learning experiences for colleges and universities. This project involved creating a robust architecture that allowed seamless integration of new courses, while also fostering a collaborative environment by guiding junior developers.

- Architected the main VR application for scalable course integration.
- Helped converting the VR app to WebGL.
- Enabled over-the-air updates for adding new VR courses from the server.
- Mentored junior developers, establishing SOPs for efficient project execution.

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EDUCATION

Diploma in Game Design and Integration

MAYA ACADEMY OF ADVANCED CINEMATICS(MAAC)

2012-2013

Bachelors in Computer Application

PUNJAB TECHNICAL UNIVERSITY

2008 - 2011

SOCIAL

https://www.linkedin.com/in/
niraj-vishwakarma/

WORK EXPERIENCE

Game Developer

Cemtrex Labs   July 2023 - Feb 2024

Provided development services for a range of innovative Games and XR projects, with a focus on creating advanced virtual training simulators and immersive brand experiences. Worked with Vuse to create an immersive VR app for their state-of-the-art experience center in the UK. Additionally, contributed to PC-based AAA game development and played a key role in mentoring interns by defining and guiding them through optimized learning paths.

- Developed cutting-edge Games and XR projects.
- Created VR-based simulators for advanced virtual training.
- Developed an immersive VR app for Vuse's state-of-the-art experience center in the UK.
- Created sophisticated XR experiences for leading brands.

Unity Developer

COGNIZANT   May 2021 - June 2023

Led the architecture development for an award-winning Multiplayer XR app for Pfizer, a project recognized by the Meta group as a notable case study. Contributed to various Virtual Reality, Augmented Reality, and gaming projects while actively exploring the Metaverse through multi-person experience app development. In addition to technical leadership, I collaborated closely with clients, provided training to the team, and continuously pursued advanced technologies and tools.

- Developed the architecture for Pfizer's award-winning Multiplayer XR app, recognized by the Meta group.
- Worked on Virtual Reality, Augmented Reality, and gaming projects.
- Explored the Metaverse through multi-person experience app development.
- Assisted teammates in resolving technical challenges.
- Interacted directly with clients to align project goals.
- Provided training as part of team activities.
- Continuously learned and implemented advanced technologies and tools.

Sr. Unity Game Developer

Games2Win Pvt. Ltd.   Jun 2020 - April 2021

Served as a Senior Unity Game Developer on multiple in-house game projects for Android and iOS platforms, focusing on areas such as feature implementation, lighting, rendering, UI/UX implementation, and coding. Collaborated closely with game designers, testers, and project managers to ensure the release of high-quality, bug-free games on respective platforms.

- Developed in-house game projects for Android and iOS, specializing in feature addition through code, and UI/UX implementation.
- Worked closely with game designers, testers, and project managers to deliver polished, bug-free games.
- Focused on coding and optimizing game performance across platforms.

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PUBLICATIONS

Book 1

Learning Game Architecture with Unity

ISBN-10 : 9365898412
ISBN-13 : 978-9365898415

Book 2

Unity for Multiplayer VR Development

ISBN-10 : 9348107437
ISBN-13 : 978-9348107435

WORK EXPERIENCE

Unity Developer

IBM   Aug 2019 - Mar 2020

Configuring deployments for kiosk-based applications using Unity, targeting the Windows platform, to be installed physically at event locations. My role included configuring these applications, tracking and analyzing visitor engagement, and implementing new features to enhance the user experience.

- Configuring kiosk-based applications using Unity for Windows platform deployment.
- Configured applications for installation at event locations.
- Tracked and analyzed visitor engagement through the kiosks.
- Implemented new features to improve the user experience.

Unity Tech Lead

Digital Aptech Pvt. Ltd.   Jun 2016 - July 2019

Led my game development team and collaborated closely with the 3D and graphic design teams to support asset development. Responsibilities included optimizing assets and code, communicating project requirements and updates to clients, and reporting progress to project managers. As a Unity Technical Artist, I created a smooth bridge between the 3D, graphics, and development teams to ensure efficient project workflows.

- Led the game development team and coordinated with 3D and graphic design teams for asset development.
- Optimized assets and code.
- Communicated project requirements and updates to clients.
- Reported project progress to project managers.
- Facilitated integration between 3D, graphics, and development teams for efficient project execution.

Freelance Game Developer

Freelance   Dec 2013 - May 2016

Developed and explored game ideas, using Unity 3D Game Engine to prototype concepts and advance to full game development. Established workflows for game functionality, developed games for various platforms including Android, Web, and Desktop, and created animated video trailers for marketing purposes. Crafted effective marketing and promotion plans to maximize game visibility and reach. Conducted ongoing research to stay current with industry trends. Most of these projects were completed on a freelance basis.

- Developed and prototyped game ideas using Unity 3D.
- Created workflows for game functionality.
- Developed games for Android, Web, and Desktop platforms.
- Produced animated video trailers for game promotion.

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WORK EXPERIENCE

Sr. SEO Executive

B3Net Inc.   June 2013 - Nov 2016

I was responsible for enhancing the brand reputation and visibility for clients. This involved engaging in comprehensive SEO processes, executing internet marketing and content marketing strategies, and actively participating in social activities to boost brand value.

SEO Executive

Webguru Infosystems Pvt. Ltd.   July 2011 - June 2013

I began my SEO career at Webguru, where I gained extensive knowledge in website promotion and optimization, supported by a dedicated team. I managed both in-house and client sites, as well as the company's main website, focusing on optimization and promotional strategies.