




# VIDHURAM N

Unity Developer | VR & Web Experience Specialist

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## Professional Summary

Passionate Unity Developer with ~4 years of experience creating **Virtual Reality (VR)**, **WebXR**, and **immersive 3D applications**. Expertise in building training simulations, reusable frameworks, and optimized VR/Web solutions across healthcare, industrial, and hospitality sectors. Skilled in Unity3D, C#, Oculus SDK, OpenXR, and WebXR with proven ability to deliver **scalable, high-performance experiences**.

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## Professional Experience

**Unity Developer** | *InfivR* | Jun 2024 – Present

- Built VR and web-based simulations for **Basic Life Support, Infection Control, Load Slings, and Lockout-Tagout** procedures.
- Designed a **360° experience framework for web**, improving deployment efficiency.
- Contributed to **VR framework architecture**, enhancing scalability and reusability.
- Managed **web module hosting & deployment** to ensure performance and reliability.
- Implemented **physics-based interactions** and data integration for realistic training.

**Lead Unity Developer** | *LifeVR* | Sept 2023 – May 2024

- Led **VR collaboration projects** for industrial and hospitality clients.
- Created **VR walkthroughs** for luxury hotels and industrial facilities.
- Reduced app load times by 20% through performance profiling and optimization.
- Delivered high-quality VR products within tight deadlines.

**Associate Software Engineer (QA)** | *EY – GDS* | Feb 2022 – Sept 2023

- Conducted functional & report testing (Tax Form Validator, PowerBI dashboards).
- Automated tests using **Selenium-Java** and supported **Azure cloud QA projects**.
- Improved system reliability with **Pester Testing** on Azure.

**Software Developer** | *ManasVR Labs* | Mar 2021 – Feb 2022

- Built **VR/AR applications** and interactive games using Unity3D.
  - Designed **UI/UX workflows** for immersive user experiences.
  - Integrated cloud services, authentication & databases into VR apps.
  - Enhanced stability with debugging and performance optimization.
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## Projects

- **VR Training Modules** – Simulations for healthcare & industrial safety.
  - **360° Experience Framework** – Reusable system for delivering interactive web training.
  - **Multiplayer VR Collaboration** – Team-based real-time VR simulations.
  - **VR Walkthroughs** – Immersive apps for hospitality & industrial facilities.
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## Skills

- **VR Development:** Unity3D, C#, Oculus SDK, OpenXR, SteamVR
  - **Web/Frameworks:** WebXR, 360° frameworks, hosting & deployment
  - **Optimization:** Profiling, rendering, asset management
  - **QA/Testing:** Selenium, Azure cloud testing, functional/report validation
  - **Other:** Agile teamwork, cloud basics, cross-functional collaboration
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## Education

### **B.Tech – Computer Science & Engineering**

Government Engineering College, Wayanad | 2016 – 2020

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## Certifications

- **AZ 900:** Azure Fundamentals
- **EY Innovation Bronze:** Agile methodology
- **Fundamentals of GCP:** Architecting with Google Compute Engine
- **Udemy Course:** Learn Unity Game Engine & C#