VIDHURAM N

Unity XR Developer | VR, AR & Web Platforms

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in LinkedIn   🔗 Portfolio

Professional Summary

Passionate Unity Developer with-4 years of experience creating cutting-edge Virtual Reality (VR), WebXR, and immersive 3D applications. Expertise in building scalable 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 high-performance experiences. Experienced in full-cycle development from conception to Meta Horizon Store deployment. API integration, and client-facing technical support.

Professional Experience

Unity Developer, *InfiVR*   06/2024 – Present

- Built comprehensive VR and web-based simulations for Basic Life Support, Infection Control, Load Slinging, and Lockout-Tagout procedures for healthcare and industrial clients
- Designed and deployed a 360° expertence framework for web, significantly Improving deployment efficiency and scalability
- Contributed to VR framework architecture development, enhancing reusability and maintainability across projects
- Integrated APIs using Postman for various applications, ensuring seamless data flow and third-party service connectivity
- Managed application hosting and deployment on Meta Horizon Store, handling submission, review, and updates
- Converted VR simulations to WebXR platforms, expanding accessibility and reach
- Mentored new joiners, helping them navigate codebase, workflows, and development best practices
- Handled client interactions, gathering requirements, presenting demos, and resolving technical issues
- Managed web module hosting & deployment infrastructure to ensure optimal performance and reliability
- Implemented physics-based interactions and real-world data integration for realistic training experiences
- Contributed to multiplayer VR simulations with seamless networking and real-time collaboration features
- Optimized performance using Unity Profiler, advanced rendering techniques, and efficient asset management

Lead Unity Developer, *LifeVR*   09/2023 – 05/2024

- Led end-to-end VR development as sole Unity Developer, delivering VR applications for high-profile industrial and hospitality clients
- Spearheaded VR collaboration projects, enabling team-based immersive experiences
- Developed innovative apps for browsing and exploring 360-degree life event videos in VR
- Created immersive VR walkthrough applications showcasing luxury hotels and industrial facilities

- Reduced app load times by 20% through strategic performance profiling and optimization
- Managed complete development lifecycle from app creation to publishing on app stores
- Delivered high-quality VR products within tight deadlines while exceeding client expectations
- Collaborated with cross-functional teams to meet client requirements and deliver polished solutions

Associate Software Engineer (QA), *Ernst & Young (EY)-GDS*   02/2022 – 09/2023
- Conducted comprehensive functional and report testing for Tax Form Validator and PowerBI dashboards
- Automated test suites using Selenium-Java, improving testing efficiency and coverage
- Supported Azure cloud-based QA projects with Pester Testing framework
- Improved system reliability and reduced bugs through rigorous testing methodologies
- Received training in AWS, automation testing, and cloud service testing

Software Developer, *ManasVR Labs*   03/2021 – 02/2022
- Built engaging VR/AR applications and interactive games using Unity3D
- Designed intuitive UI/UX workflows for immersive and accessible user experiences
- Handled backend development, Integrating cloud services, authentication systems, and databases
- Enhanced application stability through systematic debugging and performance optimization
- Worked on AR features and VR technology integration

Education

B.Tech - Computer Science & Engineering,   2016 – 2020
Government Engineering College, Wayanad

Higher Secondary Certificate, *Bhavan's Vidya Mandir*   2016

Skills

VR Development
Unity3D, C#, Oculus SDK, OpenXR, SteamVR, Meta Quest Platform

Web Technologies
WebXR, 360° frameworks, hosting & deployment, API integration

Development Tools
Postman, Git/Version Control, Visual Studio, Unity Profiler

Optimization
Performance profiling, rendering optimization, asset management, memory optimization

QA/Testing
Selenium-Java, Azure cloud testing, functional testing, report validation, automation

Cloud & Backend
Azure, AWS basics, GCP fundamentals, database integration, authentication systems

Soft Skills
Client interaction, mentoring, cross-functional collaboration. Agile methodology, technical documentation

Platforms
Meta Horizon Store, Android VR builds, WebGL deployment, multi-platform VR

Languages

- English
- Malayalam
- Hindi
- Tamil

Projects

VR Training Modules
- Developed comprehensive simulations for healthcare protocols and industrial safety procedures with realistic interactions

360° Experience Framework
- Built reusable system for delivering interactive web-based training experiences with efficient deployment pipeline

Multiplayer VR Collaboration
- Engineered team-based real-time VR simulations with synchronization and networking features

VR Walkthroughs
- Created immersive exploration apps for hospitality venues and industrial facilities

AR Simulation
- Built an augmented reality experience to showcase a device and its components, enabling intuitive understanding through real-time 3D interaction.

Certifications

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