

# Devi Prasad Rath

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## Education

University of Petroleum and Energy Studies (UPES) Dehradun, India  
B. Tech in Computer Science Engineering (Graphics & Gaming Specialization); CGPA: 7.3 2021 – 2025  
• Relevant Courses: Mobile Application Development, Typography

## Professional Experience

Unity Developer Intern June 2024 – August 2024  
InsightXR Bangalore  
• Engineered real-time analytics tools for VR, elevating application performance by 25% through optimized Unity and C# solutions.  
• Redesigned code architecture to boost modularity by 40% and cut memory overhead by 15%.  
• Led cross-functional teams, enhancing VR immersiveness and generating over 200 hours of user engagement metrics.

Unity Developer May 2024 – June 2024  
GameDept Technologies Remote  
• Strategized and developed game mechanics in Unity, increasing user retention by 30%.  
• Authored comprehensive Game Design Documents (GDDs), boosting team efficiency by 40% and reducing project delays by 20%.  
• Utilized Git, Jira, and Agile to streamline workflow, achieving 95% on-time task completion.

## Projects

Fittz Law Experiment (Freelance) | Unity, C#, VR May 2023– July 2023  
• Pioneered an immersive VR experiment validating Fittz Law, contributing to a 45% improvement in UI/UX for VR environments  
• Utilized Oculus VR to simulate user scenarios, tested by over 50 participants in a controlled setting.  
• Integrated real-time analytics by sending data to Google Spreadsheets for enhanced VR UI interaction analysis and optimization.

AR Treasure Hunt (Minor Project) | Unity, ARCore Jan 2023 – Feb 2023  
• Developed an AR treasure hunt game with markerless tracking, capturing engagement of 80%+ for players across 10+ environments.  
• Integrated dynamic 3D modeling to enhance user immersion, increasing time-on-app by 35%.

Arms Reach | Unity, C#, Physics-based Puzzle Mechanics June 2024 – July 2024  
• Completed development of a physics-based puzzle game for GMTK Game Jam 2024 in 96 hours, recognized for innovation in mechanics.  
• Implemented seamless physics algorithms, elevating gameplay complexity and enhancing challenge satisfaction by 30%

Death by Laughter | Unity, C#, Horror-Comedy Genre Jan 2024  
• Created a horror-comedy game within 48 hours for the Global Game Jam 2024, rated in the top 10% for narrative creativity.  
• Balanced horror elements with humor, driving up positive player feedback by 40%.

DIY Stuntman (Major Project) | Unity, C#, VR Oct 2024 – Present day  
• Developed an immersive VR game for creating tracks, driving cars, and performing ramp jumps.  
• Tested with 20+ users with no prior VR experience.  
• Reduced VR adjustment time from 2 minutes to 30 seconds.  
• Ongoing project showcasing rapid prototyping and user-centric design skills.

## Technical Skills

Languages: C++ and C#

Frameworks & Libraries: Unity3D, OpenGL, ARCore, Oculus VR SDK, Photon, Git, Agile, Jira

Tools: Blender, Adobe Photoshop