Rahul Vanchivel N Junior Unity Developer

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📇 Profile

Unity Developer with hands-on experience in AR/VR/XR applications. Skilled in real-time 3D, interactions, animation, and optimization, with a strong UI/UX background. Passionate about building engaging immersive experiences.

🖥 Professional Experience

Junior Unity Developer

Meynikara XR Technologies

04/2025 – Present | Chennai, India

- Contributed to development of interactive AR/VR experiences using Unity for commercial and educational use cases.
- Collaborated with design and QA teams to refine animations, scene transitions, and user interactions.
- Involved in cross-platform deployment and testing for WebGL, Android, iOS, and VR.
- Gained hands-on exposure to real client-facing XR product development.

Unity Developer Intern

Meynikara XR Technologies

08/2024 – 03/2025 | Chennai, India

- Assisted in prototyping and building AR components within Unity.
- Contributed to animation timelines, basic scripting, and object placement logic.
- Participated in internal testing of Unity builds and UI reviews.
- Successfully converted design mockups into interactive scenes.

UI / UX Tester Intern

Banao Technologies

09/2023 – 03/2024 | Bengaluru, India

- Conducted usability testing for web and mobile apps.
- Reported UI issues and inconsistencies using structured QA tools and feedback docs.
- Coordinated with design and dev teams to improve interface clarity and user flow.

🎨 Skills

Programming Languages
C#, JavaScript, Python

Game Engine & Tools
Unity 3D, XR Interaction Toolkit, Vuforia, Photon Unity Network, AR Foundation, Visual Studio, Git, BitBucket & Figma

📁 Projects

Bluestar Screwing
VR Training Simulation
Developed an interactive VR module for industrial screw-fixing tasks using Unity and XR Interaction Toolkit. Implemented object interactions, animations, and task validation to simulate real-world assembly training.

Physics Learning
Education Project
Built an immersive learning experience combining Unity, AI-based text and voice assistance, and interactive 3D timelines to teach physics concepts. Designed for cross-platform use (WebGL, VR, android & iOS).

Work at Height
VR Safety Training
Created a VR safety simulation focusing on working at heights. Implemented realistic physics, hazard detection, and guided training scenarios to promote safety awareness in industrial environments.

🎓 Education

Bachelor of Computer Science And Design
Kongu Engineering College
2021 – 2025 | Erode, India

🌐 Languages

English | Tamil | Malayalam