Rahul Vanchivel N

Junior Unity Developer

+91 7695813152 | rahulvanchivel@gmail.com | linkedin.com/in/rahulvanchivel | rahulvanchivel.in

Profile

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

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

Professional Experience

Junior Unity Developer   **April 2025 – Present**
Meynikara XR Technologies   *Chennai, India*

- Contributed to development of interactive AR/VR experiences using Unity for commercial and educational use cases.
- 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   **August 2024 – March 2025**
Meynikara XR Technologies   *Chennai, India*

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

UI / UX Tester Intern   **September 2023 – March 2024**
Banao Technologies   *Bengaluru, India*

- Conducted usability testing for web and mobile apps.
- Coordinated with design and dev teams to improve interface clarity and user flow.

Projects

Assembly Training Module – 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   **2021 – 2025**
Kongu Engineering College   *Erode, India*

Languages

- English, Tamil, Malayalam