Rahul Vanchivel N *Junior Unity Developer*

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Profile

Unity Developer with practical experience in building interactive and immersive experiences across AR, VR, and XR platforms. Skilled in real-time 3D development, interaction systems, animation, and performance optimization. Strong grasp of spatial UX design and user flow, backed by a background in UI/UX Design. Passionate about creating engaging virtual experiences and excited to contribute to teams working on the future of immersive technology.

Professional Experience

04/2025 – Present
Chennai, India

Junior Unity Developer
Meynikara XR Technologies
- 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.

08/2024 – 03/2025
Chennai, India

Unity Developer Intern
Meynikara XR Technologies
- 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.

09/2023 – 03/2024
Bengaluru, India

UI / UX Tester Intern
Banao Technologies
- 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.

Education

2021 – 2025
Erode, India

Bachelor of Computer Science And Design
Kongu Engineering College
Explored the intersection of design and technology with a strong focus on interactive systems, AR/VR development, and user-centered design. Built real-world projects using Unity, Python, and web technologies, blending creativity with functional experience.

Skills

Programming Languages
C, C#, Python

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

Languages

- English
- Tamil
- Malayalam