Jason Patel

Junior AR/VR Developer

jason.patel@email.com

Professional Summary

Junior AR/VR Developer with 2 years of experience building immersive applications using Unity and AR Foundation. Skilled in basic 3D interaction scripting, scene setup, and mobile AR deployment.

Skills

Unity 3D, AR Foundation, C#, Mobile AR (ARKit, ARCore), Scene Assembly, Basic Physics, UI in XR, 3D Object Interactions, Git, Basic VR Prototyping

Experience

AR/VR Developer - ImmersiTech Labs (2023 - Present)

- Developed AR scenes for product visualization apps using Unity.

- Integrated markerless tracking and interactive 3D assets.

- Tested app builds on Android and iOS devices.

XR Development Intern - FutureFrame Co. (2022 - 2023)

- Assembled VR environments and created teleport navigation systems.

- Assisted in coding trigger-based 3D interactions in C#.

Education

B.S. in XR Development and Simulation, University of Central Florida, 2022