

ROHIT KUMAR



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Safidon, Haryana

ABOUT ME

I am Rohit Kumar, a B.Tech Computer Science student with a strong interest in game development, AR/VR, and interactive technologies. Skilled in Unity (2D & 3D) and C# scripting, I have hands-on experience with player movement, animations, UI systems, prefabs, and basic game mechanics.

I enjoy creating interactive and engaging experiences, and I am eager to apply my skills as a Unity Developer Intern while learning from real-world projects and contributing to innovative solutions. Proficient in tools like Unity, Unreal Engine, Blender, NVIDIA Omniverse, and programming in Java, C#, and Python. Adept at leading full product lifecycles and delivering immersive, tech-driven experiences that solve real-world problems.

SKILLS

- AR/VR/XR Development
- 3D Modelling, Texturing, Animation
- Unity3D, Unreal Engine (Basics)
- Character Animation(Iclone)
- Wix Studios
- C#
- Python
- Unity3D
- 2D/3D game design
- Git/Github

DESIGN TOOLS/SOFTWARE

- Blender
- Unity
- Git
- Visual Studio
- NVIDIA Omniverse
- Iclone
- Excel/Powerpoint

Education

Bachelor of Technology in Computer Science and Engineering (AI&ML)

PIET (July 2022- (Present)

LANGUAGES

English
Hindi

EXPERIENCE

UNITY ARTIST INTERN

Present

EdutapXR Technologies Pvt. Ltd.

- Designed and implemented interactive 3D and AR-based educational experiences in Unity, aligned with curriculum objectives.
- Created and optimized 3D models, textures, and animations for immersive learning environments.
- Collaborated with developers, artists, and educators to deliver high-quality, performance-optimized AR/3D content.
- Contributed to visual storytelling and UI/UX integration to enhance student engagement and learning outcomes.
- Applied creativity and technical problem-solving to bridge theoretical concepts and real-world visualization.

AR/VR DESINER INTERN

May-Oct 2025

Tetrahedron manufacturing services pvt. ltd.

- Designed and executed interior layouts for residential and commercial projects, focusing on enhancing functionality and aesthetic appeal.
- Developed 3D renderings and visual presentations to communicate design concepts to clients.
- Collaborated with contractors and suppliers to ensure timely completion of projects within budget.
- Created detailed material boards and product specifications for client approval.

UNITY DEVELOPER INTERN

AVB studio pvt ltd, India

(2023-24)

- Developed interactive and immersive virtual reality (VR) experiences using Unity game engine
- Created advanced gameplay mechanics and systems for various VR projects
- Collaborated with artists and designers to implement models, animations, and visual effects into Unity
- Optimized performance and ensured smooth frame rates by implementing efficient coding techniques

PROJECT

- **VR Tours:** Ram Mandir (VR Tour), Taj Mahal (VR Tour)
- **Medical Simulation:** Surgical Simulation and Training for Liver, Heart, and Kidney Surgeries
- **EDUCATION & TRAINING:** WELDING SIMULATION ,ANN STUDY SIMULATION, HOT REFINERY
- **Unity 2D :** Plan Shooooter
- **Unity 3D:** Survival Game , 3D First person Horror Shooter Game