Sanjay Chaudhary

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Experience Summary

Dedicated IT professional with over **3.5 years** of hands-on experience in Unity and Game Development at **Mobcoder Technology**, **IXRLabs,** and **Monster Bunny Studios**. Highly motivated, results-oriented, and committed to continual learning and professional growth.

Proficient in Android and WebGL game development, as well as AR and VR development, with a strong focus on maintenance, bug fixing, and utilizing Unity for game development.

Education

MCA | Harcourt Butler Technical University (Kanpur, UP)

BCA | Chaudhary Charan Singh University (Meerut, UP)

Total Experience

Mobcoder Technology	1 Year 5 Month
IXRLabs	7 Months
Monster Bunny Studios	1 Year 5 Month

Skills Set

Languages	C, C++, C#
Version Tools	GIT, Source Tree
SDKs	Facebook Login, Google Login, Firebase, Dotween,OpenXR, Oculus, MockHMD
IDE	Visual Studio, XCode, Android Studio, Visual Studio Code.
Packages	Asset Bundle, Addressable Assets, Remote Config
Operating Systems	Windows 7 / 10/11, MAC
Technologies	Unity3D, IOS, Android,Meta Quest 2,WebGL
Multiplayer	Socket, Photon

Projects -

CultSport Play

Environment	Android
Role	Developer
Team Size	22
Project Link	Click here
Description: This fitness app combines the fun of a virtual experience with the intensity of serious workouts, helping you achieve your fitness goals.	

DoSpace

Environment	Android and IOS
Role	Developer
Team Size	8
Project Link	Click here
Description: It was a room measurement app which developed in Unity 3D using AR for Android and IOS. This app tells the length, breadth, Perimeter, and Area of the scanned Room.	

Machine Module(VR)

Environment	VR(Surface Condenser Module & Surge Arrester Module)
Company	IXR Labs
Role	Developer
Team Size	4
Project Link	Click here
Description: There are 4 Views in each Model through which the user can know about any Parts of any Module in the VR Device, that is Explore View, the Separate View, the X-Ray View, Working View. This Project is live in the Wrapper app of the Company.	

Machine Module(WebGL)

Environment	WEBGL

Company	IXR Labs
Role	Developer
Team Size	2
Project Link	[Click here](#)
Description: There are 4 Views in each Model through which the user can know about any Parts of any Module in any Web Browser, that is Explore View, the Separate View, the X-Ray View, Working View. This Project is Live on the Company Website. **Note -** I have developed a Total **of 9 WebG**L till now.(Universal Motor, Axial Flux Motor, ESP, Surge Arrester, Surface Condenser etc.)	

Swift Jackpot

Environment	Andrioid/IOS/WebGL
Company	Monster Bunny Studios
Role	Developer
Team Size	2
Project Link	[Click here](#)
Description: This is a casino Game which is developed in Unity, and there are more than 40+ HTML5 Games Inside these games, and also Implemented Socket Connections	

Mob Rummy

Environment	Android
Role	Developer
Team Size	6
Project Link	[Click here](#)
Description: This was a Multiplayer card game in which a player would play with 2 or 6 players.	

Prime Ludo

Environment	Android/IOS
Company	Monster Bunny Studios
Role	Developer
Team Size	1
Project Link	In Progress(MultiPlayer)
Description: This is a Simple Ludo Game In which players can play with 2,3,4 players with Local Multiplayer and Can Play with a Bot.	