

Sunny Kumar

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 LinkedIn |  Github |  Portfolio

Dhanbad, Jharkhand - 828132, India

OBJECTIVE

Experienced Unity Game Developer and VR Specialist with a year of expertise in crafting immersive gaming and interactive experiences. My portfolio spans across augmented reality (AR), virtual reality (VR), and interactive applications. I am actively seeking opportunities to collaborate with forward-thinking companies in the Gaming, XR, and VR industries, where I can leverage my skills to create groundbreaking experiences

EXPERIENCE

- Skillveri Training Solutions Pvt Ltd**  Dec 2023 - Oct 2024
Unity Developer VR and MR Chennai, India
 - Directed and executed 7 VR projects, including three independently developed prototypes—Stroke Rehab, a VR tool aiding stroke patients' recovery, and Warehouse Management, an interactive VR simulation for inventory control—leading to a 30% improvement in user engagement and interactivity, and Work at Height and Safety Simulator, a VR training module implementing safety compliance protocols for high-altitude tasks, designed to reduce workplace accidents."
 - Integrated Meta API (Full-Body, MRUK, Scene API) and 3 SDKs into projects, achieving a 25% increase in real-time simulation accuracy and creating highly detailed, interactive virtual environments.
 - Contributed to Research and development, focusing on innovative VR technologies like Aura Pro/Basic, which enhanced lighting realism by 40%, while mentoring a junior developer, improving team productivity by 20%.
 - Resolved 95% of identified bugs across multiple VR/XR projects, leading to a 15% performance boost, and successfully implemented multiplayer features, enabling collaborative VR experiences.
 - Developed hyper-realistic tool interactions including physics-based simulations for rope dynamics and precision manipulation of tools such as spanners, nuts, and bolts, enhancing user immersion and interaction accuracy in VR training modules.

EDUCATION

- Guru Gobind Singh Educational Society's Technical Campus** Dec 2020 - June 2023
Bachelor's of Technology in Computer Science and Engineering Bokaro, India
 - GPA: 84%
- Government polytechnic** Nov 2020
Diploma in Computer Engineering Koderma, India
 - Grade: 70%

PROJECTS

- Penguin Runner Game — Android**
Tools: [C#,Unity Engine:]
 - Developed an engaging endless runner game using Unity and C# featuring smooth penguin animations and dynamic obstacles.
 - Implemented procedural level generation to create an unpredictable and immersive experience for players.
 - Optimized game performance by reducing draw calls and leveraging object pooling techniques, ensuring smooth gameplay on mobile devices.
 - Integrated touch controls and accelerometer support for responsive and intuitive player interactions.
 - Designed UI elements for score tracking, pause menus, and game-over screens with animated transitions.
 - Published an APK for testing, gathering user feedback to refine mechanics and difficulty balancing.
- Stroke Rehabilitation**
Tools: [C#, Meta Interaction sdk,Unity Engine:]
 - Developed in Unity: Created a highly interactive VR application for stroke rehabilitation using advanced C# concepts to enhance the recovery process for stroke patients.
 - Upper Body Tracking: Implemented sophisticated upper body tracking to accurately monitor and guide patient movements, ensuring exercises are performed with the correct form and intensity.
 - Visual Realism: Achieved high visual fidelity through detailed 3D models and realistic animations, providing an immersive experience that mimics real-world physiotherapy environments.
 - Interactive Exercises: Designed and developed engaging rehabilitation exercises that adapt to patient progress, offering real-time feedback and adjusting difficulty levels to suit individual recovery needs.

• Smart Warehouse

Tools: [C#, Meta sdk, UnityEngine]

- Smart Tablet Interface Integration: Developed an intuitive VR interface that simulates a smart tablet for controlling warehouse operations, including inventory management, picking, and packing processes, ensuring a seamless and interactive user experience.
- Real-Time Inventory Tracking: Implemented real-time tracking and visualization of inventory items within the VR environment, allowing users to monitor stock levels, manage orders, and track the progress of picking and packing tasks with high accuracy.
- Interactive Visual Environment: Designed and developed an interactive VR environment that includes dynamic visualizations of warehouse operations, such as animated item movement, real-time status updates, and feedback mechanisms to enhance user engagement and operational efficiency.
- Advanced Data Visualization: Created detailed visual representations of warehouse metrics and performance data, including heatmaps, progress indicators, and detailed analytics, to provide users with actionable insights and optimize warehouse management.

• Ultimate Battle

Tools: [C#, Unity Engine:]

- Developed a 3D platform game using unity engine. Rocket Boost is a game in which player get from position A to B to complete the level. To complete the level Skillfully fly Spaceship and avoid environment hazards.
- Utilized Unity Engine to develop a precision-based space faring game, leveraging C# for Gameplay mechanics and UI implementation.
- Engineered a dynamic hazard system, incorporating features such as asteroid fields and enemy AI, employing object pooling for efficient resource management.
- Designed a modular ship upgrade system using Scrip table Objects and Unity's component architecture, allowing for customization ship attributes and seamless integration of new components.
- Implemented complex obstacle courses and dynamic environments utilizing Unity's physics engine, requiring precise vector calculations and collision detection algorithms.

• Burger King

Tools: [C#, Unity Engine]

- Developed an immersive and cozy kitchen simulation using Unity and C#, featuring interactive burger-making mechanics.
- Integrated procedural cooking mechanics, including grilling patties, and assembling layers with interactive gestures.
- Created a dynamic order system, where customers request unique burger combinations, adding challenge and engagement.
- Designed handcrafted, cozy kitchen environments with warm lighting and soft textures to enhance the game's aesthetic.
- Implemented adaptive sound design, where sizzling, chopping, and assembling sounds change based on user interaction.

SKILLS

- **Programming Languages:** C#, C++, C
- **Specialized Area:** Unity Engine, Virutal and Mixed reality
- **Other Tools & Technologies:** Unreal Engine, Blender
- **Research Skills:** Technical Documentation, VR SDKs, Custom Shaders and Materials, Motion Tracking Technology, Bug Identification and Debugging
- **Web Technologies:** React, PHP, Node js, JavaScript, Css

CERTIFICATIONS

- **Complete C# Unity Game Developer 3D** Spet 2023
- **Make a horror survival game in Unity** Feb 2024

ADDITIONAL INFORMATION

Languages: English (Communicational), Hindi (Communicational)