Aakash Makhija

Unity 3D developer/ XR Enthusiast / Game Developer

I am a hard working, team oriented programmer who strive to write clean code. Passionate about XR technologies and love to explore & create amazing applications.

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SKILLS

`C++` `C#` `Python` `Java` `Git & GitHub` `Unity 3D` `Virtual Reality` `Augmented Reality`
`Game Development` `REST API` `Linux` `Unreal Engine` `OpenCV` `Blender` `Web Development` `RayLib`
`Networking` `Firebase` `Design Patterns` `Vuforia` `Agile Development` `Zenject`

WORK EXPERIENCE

Senior Unity AR/VR Developer
AjnaLens

06/2021 - Present   *Mumbai, India*

Tasks
- Developing augmented reality and virtual applications for AjnaLens HMD.
- Designing, building and maintaining efficient code based upon the required tech stack of the project.
- Worked on AR features like multiple object tracking, surface tracking, face tracking etc.
- Rapid prototyping and planning for full project pipeline with the team.

Unity 3D & C# Developer
HighAvenue Creative Labs

04/2021 - 06/2021   *Chennai,India*

Tasks
- Work on Unity3D engine to create Augmented reality effects.
- Integrating technologies like Firebase, AR-Core and AR-kit.
- Working on animation, UI and debugging.

VR Unity Developer Intern
CompactGyan

01/2021 - 04/2021   *Rajasthan, India*

Tasks
- Working on mobile and desktop application development in areas of 3D simulation and training for Oculus Quest and HTC Vive.
- Using REST API to fetch and load data at runtime.
- Programming interaction between player and environment.

Virtual Reality Software Engineer
253Games Studio

04/2020 - 09/2020   *Utrecht, Netherlands*

Tasks
- Creating VR experiences, which involves rendering scenes and developing animations.
- Developing ergonomic user interface for the player.
- Creating synchronized avatar bodies for player.

EDUCATION

M.Sc in Game and Media Technology
Utrecht University

02/2019 - 02/2021   *Utrecht, Netherlands*

B.E in Computer Engineering
MGM College of Engineering and Technology

07/2011 - 06/2018   *Mumbai, India*

Final Year Project
- Image Authentication and Confidentiality using
  Cryptographic techniques

PERSONAL PROJECTS

AjnaSuite application (2021 - Present)
- It is an application built for AjnaLens AR glasses. The purpose of this AR glasses is to provide remote assistance, host a virtual gathering for meeting or entertainment and creating virtual standard operating procedure manual for better understanding among the team.
- Experienced working with AR tech stack like AR Foundation, ARCore, VisionLib, Vuforia, OpenCV.
- Added barcode and QR code scanner using OpenCV which expanded its industrial use-case.
- Added voice command feature for better interaction in the virtual world.

VR Memory Project (04/2020 - 09/2020)
- https://www.uu.nl/en/research/game-research/253games-projects. ⧉
- This project was designed to address the questions within the field of cognitive psychology and cognitive neuroscience regarding the embodiment.
- Technology used to build this project: Unity 3D, Blender, XR toolkit, Oculus Rift.

VR Social App (2020)
- https://youtu.be/llbUHqIt3fI.
- A multiplayer VR chatroom where a player can move around and interact with other people and environment.
- Technology used in building this is Unity game engine, XR Interaction toolkit and Photon engine.

Spinner Top AR Game (2020)
- https://github.com/aakash-m/SpinnerTopARGame.
- An AR multiplayer game in which a player selects a spinner top and battle against the opponent's spinner top.
- Technologies used in building this are Unity game engine, AR Foundation, AR Core and Photon engine.

Sword and Pistol in VR (2020)
- https://youtu.be/4cCMYevgvSg.
- A VR game where a player has sword in one hand and pistol in other hand.
- Technology used in building this is Unity game engine and Oculus Integration toolkit.

Stealth Game (2020)
- https://github.com/aakash-m/Stealth.
- https://aaki.itch.io/stealth.
- Its a top down 3D game and the core mechanics of the game is to get out of the haunted house without being seen by any ghost in the house.

CERTIFICATES

Design Patterns for Game Programming
 (01/2020 - Present)
Credential URL: https://www.udemy.com/certificate/UC-V9JLWDR4/

INTERESTS

Playing Chess	Swimming	Playing video games	Travelling

LANGUAGES

English   German   Hindi
Full Professional Proficiency *Elementary Proficiency*   *Native or Bilingual Proficiency*