Shiva Chaurasia (MCA)

(Extended Reality XR Developer)

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Objective

A responsible and challenging position that will allow me to explore my capability, skills, and sense of dedication toward my duties with the sole aim of seeing the progress of the organization.

Professional Summary

Experienced Unity Developer with **5+ years** of industrial experience in XR, 360 Experiences, Interactive technologies, and game development with **Unity 3D, Pano2VR, Zapworks, and PlayCanvas**. Proficient with **3rd party plug-ins** integration into Unity projects, viz., **Google Play Services, Advertisements, Lean Tween,** etc. Also conversant with **Pano2VR, 3DVista, Google Firebase**, **Adobe Photoshop**, **JSON, and Web Development.** An *effective communicator* with ever-improving interpersonal skills, logical thinking & analytical abilities.

Educational Qualification

Examination	Stream/Specialization	Board/University	School/College	Year
MCA	Computer Application	AKTU Lucknow.	Jagran Institute of Management, Kanpur	2017
BCA	Computer Application	CSJM University, Kanpur	College of Management Studies, Unnao	2015
Intermediate	Science	U.P.Board	JPRNA Inter College,Kanpur	2011
High School	Science	U.P.Board	JPRNA Inter College,Kanpur	2009

Skills

Key Skills	Technical Skills
•Time management Skill •Self – motivated, Positive attitude & flexible. •Easy adaptabilities to any working condition and comfortable to work with any group of people.	• **Programming Language:** C#, PHP, JavaScript, HTML, CSS, ThreeJS. • **Game Engines**: Unity 3D, PlayCanvas, Zapworks, Pano2VR, 3D Vista. • **Database**: SQL, Firebase • **Version Control**: Git and Unity Collab • **Operating System:** Windows, MAC • **HMD/Tools:** HTC Vive, Oculus Quest, Oculus Rift, Oculus Go, Hololens, Mobile VR, Vuforia, ARKit, ARCore, EasyAR, Void AR, Wikitude

Strength

Optimistic approach, Self Confidence, Keen to learn more and more at every stage.

Internship

Worked as a software trainee at Jblinks Infotech Pvt. Ltd**.** from 16th January 2017 to 10th August 2017.

Working Experience

Worked as an XR developer at Digital Jalebi Interactive Solutions Pvt. Ltd., Bangalore from August 2017 to April 2021.

Currently working with TCS as a System Engineer since May 2021.

Projects

Have done lots of projects with different technologies. Below are some VR projects on which I have worked upon.

1- Project Title: VR Shopping experience

Platform Used: Unity 3D.
Platform Support: Console
Device: Windows Mixed Reality

Description: This project was made for Amazon Prime Day 2019. We created an immersive experience that gives the next-level interaction experience with the objects in VR which included a wide variety of products.
Link: https://youtu.be/1RGgW_mhy6k

2- **Project Title: VR Exhibit Tomorrow's India**

   Platform Used: Unity 3D.
   Platform Support: Console
   VR *Device:* HTC Vive

   Description: This VR application allows users to write their desired messages in VR world for Tomorrow's India initiatives, and also allows to see other user messages.
   Link: https://youtu.be/Ictkdj23kAQ

3- **Project Title: VR Save the Goal**

   Platform Used: Unity 3D.
   Platform Support: Console
   Device: HTC Vive and Leap Motion

   Description: This game is based on HTC Vive with Leap Motion. Here player has to stop the football as how to stop in real game, user can avail the real time goalie experience.
   Link: https://youtu.be/Z2xHevFCZ1I

4- **Project Name: VR Chemistry Lab**

   Platform Used: Unity 3D.
   Platform Support: Android
   Device: Oculus Go and Google cart board

   Description: This VR application was for the android device and for the Oculus Go platform and was build for the students for the education purpose. Here some random question popes up right in front of the students and they have to select the right answer of the question.
   Link: https://youtu.be/S-ZsPM9hD_E

5- **Project Name: VR Oculus Quest Hand simulator Experiment**

   Platform Used: Unity 3D.
   Platform Support: Console
   Device: Oculus Quest

   Description: It is based on Oculus Quest for the patient treatment. The concept behind this project is, doctor can use their bare hand to give treatment to the patient by picking up the cotton forceps and remove the blood from the patient arm and will apply the medicine on the wound and will wrap the bandage on the patient.

6- Project Name: AR Engine Showcase

Platform Used: Unity 3D.
Platform Support: Android and IOS

Description: This Application was based on AR KIT and AR Core floor detection technology and was built for IOS and Android platform. Application was featured with 2 scenarios, 3D mode as well as AR Mode. Here user can interact with the separate part of the engine and can explore it.

7- Project Name: AR Car Exploration

Platform Used: Unity 3D.
Platform Support: Android and IOS

Description: This This project was for IOS and Android platform both. Here I used ARKIT and ARCORE for detecting the car model, as car detects application shows the related feature of the part.

8- Project Name: AR Farming

Platform Used: Unity 3D.
Platform Support: IOS and Android

Description: Created a marker-based AR application and was developed for IOS and Android platform. The target audience was the school students. Here student can cultivate crops as per their choice from the list of crops. Student need to do the process from initial stage by selecting the land to crop the final product from the land. It was very fun, interesting and learning experience for the students.

9- Project Name: AR Football Head's Up

Platform Used: Unity 3D.
Platform Support: Windows

Description: This application was based on Microsoft Kinect. here I was tracking user head position and was generating the collider to hit the ball. the concept to hit the ball from your head as much as you can in certain amount of time.

Declaration

I hereby declare that all the information mentioned above is true and correct to the best of my knowledge.

(**Shiva Chaurasia**)