

ABHISHEK KUMAR KASHYAP

Unity Developer

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PROFILE SUMMARY

Unity Developer with 2+ years of professional experience in VR and interactive 3D applications. Skilled in building immersive enterprise training, simulations, and visualization solutions using Unity and C#. Strong expertise in XR Interaction Toolkit, OpenXR, performance profiling, and WebGL deployment. Adept at collaborating with cross-functional teams to deliver optimized, scalable, and impactful XR solutions for end users.

CORE SKILLS

- **Game Engines & Languages:** Unity (C#), JavaScript, Visual Studio
- **XR Frameworks:** XR Interaction Toolkit, OpenXR, WebXR, VRIF, AutoHand
- **Platforms:** Meta Quest 2 & 3, Android, WebGL, VROne, Pico, AjnaLens
- **3D Development:** Asset integration, physics interactions, animation, optimization
- **Performance & Tools:** Addressables, ScriptableObjects, Optimization, Timeline
- **Version Control & Collaboration:** Git, Jira, Trello, Agile workflows

PROJECTS HANDLED

- **VR E-Learning Modules – Meta Quest, VROne, Pico, WebGL**
Built immersive training modules with interactive UI, quizzes, and optimized performance for VR and WebGL platforms.
- **Airplane Engine Start Simulator – Meta Quest**
Contributed to cockpit simulation with interactive controls, audio feedback, and performance tuning.
- **360° Virtual Tour – WebGL & WebXR**
Developed virtual tour with interactive hotspots and VR mode, using Unity WebGL and WebXR bridge.
- **3D Machine Visualizer – WebGL**
Created interactive 3D industrial model viewer with part highlighting and custom camera logic.
- **Airplane Cabin Crew Training Simulator – Meta Quest**
Developed a VR training module enabling crew members to practice operational and safety tasks in an interactive virtual cabin.

WORK EXPERIENCE

Unity Developer

Rwizen Technologies, Noida

June 2023 - Present

- Developed and deployed enterprise VR training and simulation applications across Meta Quest, Pico, and WebGL platforms.
- Collaborated with 3D artists to integrate optimized models, animations, and shaders into Unity projects.
- Created immersive UI/UX with Unity Canvas and XR Toolkit.
- Implemented performance profiling and optimization for standalone and mobile XR devices.
- Packaged and deployed VR builds regularly for client demos, incorporating feedback into subsequent iterations.
- Worked in Agile sprints with cross-functional teams to deliver iterative VR builds and incorporate client feedback quickly.

EDUCATION

- **Master of Computer Application (MCA) – Hi-Tech Institute of Engineering & Technology (AKTU), Ghaziabad**
2024 – 2026
- **Bachelor of Computer Application (BCA) – Hierank Business School (CCSU), Noida**
2020 – 2023