

AJITH KUMAR R

XR Developer | Unity Engineer

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SUMMARY

XR & Unity Developer with 3+ years of experience building scalable VR systems and interactive simulations. Delivered **12+ production VR modules**, improved development speed by **40%**, and promoted to **Team Lead within 1.5 years**. Specialized in system architecture, reusable design, and immersive interaction systems across VR, mobile, and desktop.

CORE STRENGTHS

XR Systems: OpenXR, Meta SDK, XR Interaction Toolkit

Architecture: Event-driven systems, State Machines

Platforms: Meta Quest, Android, PC, WebGL

Unity Engineering: Editor Tools, UI Systems, Physics, Animation, Timeline

Multiplayer: Photon Fusion

Languages: C#, OOP

EXPERIENCE

Mid XR Developer & Team Lead

Bala Aatral Solutions

Oct 2024 – Present

- Led VR simulation development across multiple enterprise training projects
- Designed scalable systems reusable across VR and mobile platforms
- Managed full lifecycle from concept to deployment
- Mentored developers and improved team workflows

XR Developer

Bala Aatral Solutions

May 2023 – Sep 2024

- Built **12+ VR modules** with real-time interaction systems
- Created custom Unity Editor tools improving dev speed by **40%**
- Implemented full-body tracking using Meta Movement SDK
- Integrated multiplayer VR systems using Photon Fusion

Game Developer

Vinora Studios

Sep 2022 – Apr 2023

- Developed gameplay systems and mobile UI in Unity
- Optimized builds and collaborated with QA teams

KEY PROJECTS

Work at Height VR

- Full-body tracking using Meta Movement SDK
- Physics-driven fall detection and consequence system

360° Quiz System

- Cross-platform VR, mobile, and desktop system
- Unified multi-input interaction handling

VR Training Suite

- 12+ modules** built with reusable architecture
- Event-driven validation system using delegates

Unity Editor Tools

- Custom inspectors and workflow automation tools
- Published to Unity Asset Store

ACHIEVEMENTS

- Promoted to Team Lead within 1.5 years
- Delivered 12+ enterprise VR training modules
- Improved development speed by 40% through tooling
- Built and published Unity Editor tool (Bookmark System) on Unity Asset Store

EDUCATION

MCA — University of Madras (Pursuing)

B.Sc Physics — Pachaiyappa's College