PUSHKAR PUSHP

XR developer | Game developer & designer

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PROFILE SUMMARY

I have over 3 years of experience in designing and developing games, with a focus on creating exciting content in Extended Reality (XR). My expertise lies in using C#, game design, and ensuring smooth software functionality. I have successfully led teams and tackled challenging issues to bring outstanding projects to fruition, primarily utilizing Unity 3D. I am passionate about pushing the limits of virtual experiences and I am eager to contribute my skills to a team that is at the forefront of XR innovation.

PROFESSIONAL EXPERIENCE

Software Developer | Yusha (Part time)   Nov '23 - Feb '24

- Working on AI based animation generation software
- Working on Godot engine source code
- Solving bugs, building functionalities
- Tech stack: C++, SCons, supabase

Interim Chief technology officer | Interality (Seoul, South Korea)   Nov '23

- Oversaw a multidisciplinary team responsible for design and development, ensuring smooth operations.
- Conducted research and development tailored for the South Korean market, optimizing product appeal to local preferences.
- Contributed to global expansion initiatives, playing a pivotal role in entering new markets.
- Collaborated closely with the development team on innovative projects utilizing AR and WebGL technologies.

  (Skills: Leadership, team building)

Unity Developer | Interality (India)

- Led WebGL multiplayer metaverse projects and FPS survival game development with leaderboard integration.
- Led cross-functional teams to ensure smooth workflow and project execution.
- Designed software architecture for a web-based game builder tool.
- Streamlined integration of code and design as a technical designer.

3D Artist | Interality (India)   March '22

- Spearheaded the development of immersive environments for the WebGL platform utilizing Blender 3D.
- Engineered a seamless pipeline for avatar creation and map generation, optimizing efficiency and user experience.
- Leveraged expertise in 3D modeling, texturing, and rigging to enhance visual quality and realism.
- Pioneered a customized pipeline for avatar rigging, tailored specifically for the demands of the WebGL platform.

SKILLS

| Unity 3D | C# | C++ | Unreal engine | 3D Modeling |
| Blender | AR Development | VR Development | 8th Wall | Substance Painter | Figma |

PROJECTS

VitaMaps

AR powered navigation application. In this application you can see the direction to reach your destination through the phone camera. Using AR path which generates dynamically according to the direction.
- Created the user interface and flow of the app.
- Worked with Mapbox unity SDK for the geographical data.
- Improved the GPS accuracy for accurate navigation.

VR V6 Engine

Developed an immersive VR learning software focused on a V6 engine, utilizing Unity and Blender for development. Implemented C# programming to create interactive features, including an AI-enabled guide capable of answering user queries and providing real-time insights within the virtual environment.

Link : https://youtu.be/m5swIICKp7s

DESIGN PORTFOLIO

Artstation : https://www.artstation.com/pushkar_746

EDUCATION

Bachelors, Computer Applications | Vellore Institute of Technology   **April'23**

CGPA : 9.1/10

INTEREST

- Developing toolkits
- Human machine interface (HMI)
- Mixed reality softwares