K LIKHITH

UNITY AND XR DEVELOPER | C# | VR AND MR

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PROFESSIONAL SUMMARY

Unity and XR Developer experienced in C# development for VR/MR training simulations, interactive applications, and web deployment. Built guided assembly workflows, adapted XR interactions for desktop input, and integrated driving simulation hardware. Brings a foundation in hard-surface 3D modelling and texturing, with current personal work on an explorable Unity portfolio.

TECHNICAL SKILLS

Development: Unity, C#, XR Interaction Toolkit, Shader Graph, VR, MR, PCVR, Google Cardboard / BoxVR, desktop interaction, web deployment, UI, calibration, CSV data storage, Git

Integrations: ElevenLabs API, NWH Vehicle Physics 2, Simagic steering wheel and pedals, VNM gear shifter and motion platform

3D and design: Hard-surface modelling, texturing, Autodesk Maya, Substance Painter, Photoshop, Figma

PROFESSIONAL EXPERIENCE

XR Developer | InfiVR Private Limited | June 2025 - Present

- Adapted existing VR applications for web deployment by writing Unity helper scripts that enable PC mouse input for XR socket and grab interactions.
- Developed an MR engine assembly application using client-provided dimensions, calibration, and guided component assembly procedures.
- Implemented Arabic and Hindi narration workflows using ChatGPT-assisted translation and ElevenLabs API audio generation.
- Contributed to a VR meditation application with 2-, 5-, and 10-minute sessions and CSV logging of user names, dates, and session duration.
- Contributed to IndiGo cabin familiarisation using Google Cardboard-based BoxVR and shared Git workflows; used Shader Graph for visual stage transitions in a meningitis application.
- Worked on Office Hazard Hunt and Railway OHE Rectification training applications.

XR Developer | Edgeforce Solutions Private Limited | December 2023 - April 2025

- Developed XR training and simulation applications for military and equipment-focused use cases, including ALS maintenance and ULSB guidance.
- Worked on fuel-tank cleaning and transmission maintenance procedures covering gearboxes, transfer cases, and differentials, along with equipment component and software guidance.
- Developed a Gypsy driving simulation integrating Simagic steering and pedals, a VNM gear shifter, and a VNM motion platform; modified NWH Vehicle Physics 2 for different terrains.

3D Modeller | Edgeforce Solutions Private Limited | August 2022 - December 2023

- Created and textured hard-surface military and industrial assets, including Navy ship transmitter/receiver cabins, grinding and drilling equipment, weapons, and T72/T90 tank assets.

PERSONAL PROJECTS

Interactive 3D Portfolio | Unity | Work in progress

- Developing an explorable Unity portfolio with a central lobby, rotating presentation table, and a room intended for playable demos; work covers layout, models, materials, lighting, and animation.

2048 Merge Puzzle | Unity and C#

- Developing a tile-merging puzzle with grid-based movement, merge logic, score tracking, animated tile presentation, and local save/load functionality.

Multiplayer Poker | Unity | Early development

- Building a multiplayer poker project, currently in the initial stages of development.

EDUCATION

B.Tech in Mechatronics | Mahatma Gandhi Institute of Technology, Hyderabad