

RAHUL SHARMA

UNITY/UNREAL DEVELOPER-DESIGNER

Gurugram | rahulshr8811@gmail.com | +91 8544902199

AR/VR and Game Developer experienced in Unity, Unreal Engine, and immersive technologies, focused on creating interactive, educational, and competitive gameplay experiences through innovative mechanics, intuitive interfaces, and visually engaging virtual worlds.

AREA OF EXPERTISE

- Unity
- Unreal Engine
- C#
- C++/Blueprints
- Figma(Ui/UX design)
- Visual Design wireframes
- AR/VR
- Game Design/Development

PROFESSIONAL EXPERIENCE

Company: Yologram, OnSite, Nehru Place, Delhi (Unity Developer) **July 2025 - Dec 2025**

- Integrated Firebase for real-time data synchronization to build audio call and screen-sharing functionality in the LiveCall virtual application for AR, VR, and standard platforms.
- Developed an Endless Runner game in Unity (C#) with VRM avatar integration, enabling import and use of VRM models within the game environment.

Company: PlinkMind, Remote **Feb 2025 - June 2025**

- Designed and developed immersive AR/VR learning and tourism experiences using interactive 3D environments.
- Created a client-based VR tour application, allowing users to explore destinations through an interactive and immersive virtual environment.

Company: IDA (Industrial Design & Animation), Remote **Dec 2024 – Feb 2025**

- Designed and shipped a 2.5D platform runner game using Unreal Engine, implementing gameplay mechanics and interactive environments.
- Built VR-based building simulations to enable immersive architectural visualization and exploration.

PROJECTS

Bot Fight Game / Engine: Unreal Engine /Genre: Multiplayer Fighting Game

- Designed and implemented competitive bot combat mechanics featuring AI-driven dynamic opponents to enhance gameplay challenge and realism.

AR/VR Educational NCERT Concepts

Core Features:

- Created augmented reality interaction features utilizing ARCore, allowing for real-time placement of virtual objects and user engagement.
- Implemented plane detection and interaction using AR Plane (AR Foundation) for accurate positioning of virtual objects in physical environments.

EDUCATION / CERTIFICATIONS

- Bachelor of Engineering (B.E.)
University: Chandigarh University, Punjab
Duration: June 2020 – July 2024