# HIMANSHU KUMAR

## UNITY DEVELOPER

## CONTACT

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## SKILLS

**Game Dev Skills:** C#, Unity - 2d, 3D, physics, Unity UI, and Animation.

**AR - VR Skills:** XR interaction Toolkit, Oculus Integration, AR Foundation

**Web skills:** Html, CSS, Bootstrap, JavaScript, PHP, MYSQL

**UI / UX:** Figma, Photoshop

**Tools:** Git, GitHub

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## EDUCATION

**Bachelor of Technology, CSE**

**Nalanda college of Engineering**

2019-2022

**Diploma in CSE**

**New Government Polytechnic**

2016-2019

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## LANGUAGES

English ◆◆◆◆◇

Hindi ◆◆◆◆◆

## PROFILE

I am a Tech enthusiast eager to learn and take on new challenges. I am adaptive in any environment, and a person with a positive attitude, hardworking and dedicated.

## OBJECTIVE

To be a part of a fast-growing and globally competitive company where I can put my talents to full use and learn new things to add value to the company's growth, utilize my education, and allow the development of my skills to their fullest.

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## WORK EXPERIENCE

### Software Developer Unity

Quantum4u Labs Pvt. Ltd.                                        Jan 2024-Present

- An Android AR application that allows users to Measure the length and breadth of objects and, the radius of circular objects.
- An Android AR application that allows users to calculate the volume. ex-cubes, cuboids, cylinders, spheres, and cones shaped objects.
- Expertise in Unity engine and AR/VR development, continuously staying updated with industry trends and best practices.

### Junior Unity Developer

Phibonacci Solution Pvt. Ltd                                        Sept 2022-Dec-2023

- Developed the creation of a VR training project for Oculus, offering users a realistic virtual office and meeting experience.
- Pioneering an AR application for Android provides users with interactive virtual training opportunities.
- Designing and implementing an intuitive desktop application with seamless navigation and interaction capabilities.
- Demonstrating proficiency in UI design for Oculus and other applications, enhancing user experience and usability.

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## SUMMER TRAINING

**IHUB @IIT Roorkee in association with TECHXR:**

- I completed a comprehensive 6-week AR-VR development course offered by TechXR Innovations Pvt. Ltd.

**project**

- Designed and developed a captivating coin collector game with AR elements.
- Created diverse AR and VR experiences, spanning educational and entertainment applications.
- Developed a thrilling VR shooting game, delivering an immersive experience.

**E & ICT Academy, IIT Kanpur:**

- Successfully completed 4 weeks Summer Training on Full Stack Develpoment. My performance was Excellent.

**project**

- Designed and developed a sophisticated e-commerce website with a focus on user-friendly interface and seamless functionality.