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Summary

Experienced XR Developer and Co-Founder of Amnesea, specializing in creating immersive XR experiences.

Notable achievements include presenting 'KeyBound' and 'TimeBound' at IGDC 2023 and IGS 2024 with overwhelmingly positive feedback, Top 10 Finalist in BYOG Game Jam & MadeWithUnity selection and speaker at Unity Day, Pune.

At Nextech3D.AI & ARway, developed the ARway & ARwayKit SDK, an all-in-one metaverse creation studio for spatial mapping in immersive experiences. Crafted 'HARMONY,' a London-based mini-metaverse with AR artwork compositions. Founder of AgrMayank Studios, recognized for popular AR apps and games with 100k+ downloads.

Proficient in Unity3D, C#, C++, Python, and Flutter. Holds a Bachelor's in Information Technology, complemented by certifications in Machine Learning and Handheld AR App Development.

Experience

Team Lead

XBOX Game Camp Asia

Mar 2024 - Present (2 months)

- Team lead in XBOX Game Camp Asia 2024 representing Team Amnesea.



Senior Unity Developer

ARway.ai - The Spatial Computing Platform

Mar 2024 - Present (2 months)

- Building ARway for Apple Vision Pro - the next generation of spatial computing devices with AI.



Co-Founder

Amnesea

Jul 2022 - Present (1 year 10 months)

- Presented 'KeyBound' and 'TimeBound' at the India Game Developers Conference (IGDC) 2023 and India Gaming Show (IGS) 2024, receiving an overwhelmingly positive response from the attendees, investors, publishers and media.
- "TimeBound: History's Legacy" was chosen as a Top 10 finalist in the BYOG game jam by IGDC.
- Website - <https://amnesea.com/games>



Unity AR Developer

Nextech3D.AI

Sep 2021 - Mar 2024 (2 years 7 months)

- Acquired ARway in September 2021, which later became a spinoff in October 2022.

- Developed ARway & ARwayKit SDK - a complete solution for powering camera devices with Augmented Reality & AI to recognize their surroundings for hyper-accurate location apps.



Founder

AgrMayank Studios

Jun 2020 - Present (3 years 11 months)

- Launched popular AR apps like Planets AR gaining 100k+ downloads on Google Play, etc alongside the development of immersive XR games like Spacey's Adventures for JioGlass.
- Led teams for the design and development of acclaimed PC, Mac and Web games with Unity, showcasing a talent for building unique and entertaining gaming experiences.
- Google Play - <https://play.google.com/store/apps/dev?id=8444157410268700876>
- Itch.io - <https://agrmayank.itch.io>



AR Developer

ARway.ai - The Spatial Computing Platform

Aug 2020 - Mar 2024 (3 years 8 months)

- Developed ARway - an all-in-one metaverse creation studio that enables users to create immersive experiences by spatially mapping their location.
- Developed HARMONY, a mini-metaverse in London that features AR artwork compositions from students at Guildhall School of Music & Drama and the London Symphony Orchestra.

Unity VR Developer

Round Them Oranges

Jan 2021 - May 2021 (5 months)

- Built Virtual Segments - a digital web gallery that showcases diverse artworks from around the world in an immersive and engaging way keeping engagement with art alive during the COVID-19 lockdown.



AR Developer

North Shore Therapeutics

Aug 2020 - Aug 2020 (1 month)

- Developed NST-SSD: Therapeutic Augmented Reality for Schizophrenia to cure the negative symptoms of schizophrenia that obstruct reward circuitry in the brain.
- The aim is to help the patients "build belief in self capacity" by activating the reward circuitry.



Senior AR Developer

Noora Health

Apr 2020 - Jun 2020 (3 months)

- Developed "Virus Warrior" – a coronavirus shooting game in AR – and "PPE Trainer" – an AR nurse training app for the Donning/Doffing procedures of the COVID-19 equipment – for Noora Health.

Education



Trident Academy of Technology (TAT), Bhubaneswar

Bachelor of Technology - BTech, Information Technology

2016 - 2020

- Managed a team to build a spider-bot project using 3D printing and IoT devices with Augmented Reality at the CISCO thingQbator incubator within college premises.
- Launched an e-commerce website using WordPress, Amazon Affiliate, GoDaddy, etc.
- Involved in over 5 workshops & sessions by Cisco thingQbator, NASSCOM Foundation & Li2 Technologies in a span of 3 months.
- Actively participated in multiple GDG (Google Developer Group) Bhubaneswar sessions and Engaged in AR VR and Blockchain Workshops @KIIT E-Summit 2018.



Delhi Public School, Ranchi

12th Board (Senior Secondary) , Computer Science

2014 - 2016

- Managed a cutting-edge technology-focused website/blog using a custom domain and hosting.

Licenses & Certifications



Machine Learning by Andrew NG (Stanford) - Coursera

SQ3CG73VQ2BC



Handheld AR App Development with Unity - Coursera

UCA7QXRMBJH8

Skills

Augmented Reality (AR) • Game Development • Unity3D • Machine Learning • Flutter • Python • C# • C++ • Blockchain • Entrepreneurship

Honors & Awards



Top 10 Finalist in the BYOG Game Jam by IGDC - India Game Developer

Conference

Nov 2023

- Led the design and development of "TimeBound: History's Legacy" which was chosen as a Top 10 finalist in the BYOG game jam by IGDC.



Speaker & MWU showcase at Unity Day, Pune - Unity

Aug 2019

- Selected as a speaker for my game prototype "Foggy Forest", one of the only 9 Made With Unity (MWC) showcases at Unity Day, Pune.