

Mayank Raj

Senior Unity Developer

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Profile Summary

Senior Unity Developer with 5 years of experience building interactive games (PC/Mobile) and immersive AR/VR experiences. Proficient in Unity (2D & 3D), C#, XR, and related tools, with a portfolio of award-winning projects, including Spacey's Adventures (AR/VR Game of the Year nominee, IGDC 2024), Planets AR (100k+ downloads on Android & iOS), and multiple prize-winning game jam titles. Skilled in game design & development, AR/VR, navigation, spatial mapping, and performance optimizations, with a passion for crafting engaging experiences. Recognized for leadership & public speaking at major industry events like Xbox Game Camp Asia & Unity Day, as well as showcasing work at international gaming conferences such as IGDC & IGS.

Key Skills

Domain Expertise – Game Design, Game Development, Augmented Reality (AR), Virtual Reality (VR)

Tools & Languages – Unity, C#, Blender, ARFoundation, ARCore, ARKit, Firebase, Flutter, GitHub, Git, Jira

Work Experience

IndiGo – Randstad

Senior Unity Developer | Nov 2024 – Present (Full-time)

- Subcontracted to IndiGo for creating a gamified AI-driven metaverse, to showcase their heritage, achievements, and milestones in an engaging and immersive virtual environment.

ARway – Nextech AR Solutions (4 Years)

Senior Unity AR Developer | Mar – Jul 2024 (Full-time)

- Engineered **turn-by-turn navigation algorithms** with AStar & KDTree, optimizing pathfinding for user speed, nearest paths, rerouting, and course correction **across multi-floor venues**.
- Designed and implemented **custom shaders** & materials to elevate the visual style of AR navigation paths.
- Developed a robust toolkit to *automatically verify dependencies, layers & packages* on importing the SDK.

Unity AR Developer | Aug 2020 – Feb 2024 (Full-time)

- Integrated **precise real-world localization** & visual landmark anchoring with Azure Spatial Anchors & QR.
- Engineered **custom plugins** to create/view PCD files, adding point cloud visualization capabilities to Unity.
- Developed a *mini-metaverse artwork* experience at London Wall Place for Guildhall School & Orchestra, along with **location-based AR games & concepts** leveraging ARway's indoor navigation SDK.
- Optimized asset management with conditional loading, to improve performance & memory footprint.

Round Them Oranges (5 Months)

Unity VR Developer | Jan – May 2021 (Contract) – <https://roundthemoranges.github.io>

- Developed Virtual Segments – a digital web & VR art gallery – to showcase diverse global artworks ensuring continued engagement with art during the COVID-19 lockdown, using Unity3D.

Noora Health (3 Months)

AR Developer | Apr – Jun 2020 (Contract)

- Developed "Virus Warrior," a shooting game to raise COVID-19 awareness, and "PPE Trainer," to effectively train healthcare professionals in safe Donning/Doffing procedures for the COVID-19 equipment with AR.

Personal Projects

Planets AR – <https://planetsar.agrmayank.com>

An educational AR app with **100k+ downloads**, that brings our solar system to life, featuring all the planets, dwarf planets, and moons, across *Android, iOS, and JioGlass XR* platforms.

Spacey's Adventures – <https://play.google.com/store/...?id=com.AgrMayank.SpaceysAdventure>

Nominated for the **AR/VR Game of the Year** at IGDC 2024, Spacey's Adventures is a *rogue-lite space shooter* where you battle waves of enemies, collect power-ups, and upgrade your weapons in an immersive setting!

KeyBound – <https://store.steampowered.com/app/3070700/KeyBound>

Keybound is a *rogue-vania* action-platformer where players *reclaim lost keys* to unlock new abilities, while navigating **procedurally generated levels** filled with challenging enemies and dynamic obstacles.

Tail of 9 Lives – <https://agrmayank.itch.io/tail-of-9-lives>

A cozy, **card-based** *rogue-like* survival platformer where a cat must evade capture for 90 seconds. Each time it's caught, it loses a life but gains a new *cat tarot card ability* to help in the next life!

Bravery of the Coward – <https://agrmayank.itch.io/bravery-of-the-coward>

A 1-bit platformer with **multiple endings** that explores themes of light, dark, and of moral choices, where your *in-game decisions* shape both your fate and the world around you.

InAssist – <https://youtu.be/pZtLij9ytS0>

An AR tool for **visualizing home interior designs**, allowing users to see how different furniture and layouts will look in their own physical space, thus enhancing the decision-making during renovations.

Honors & Awards

Ranked 1st, Avalanche | NeuraNode Game Jam | 2025 – <https://akamaestro.itch.io/reactron>

A neon shooter where every shot sparks unpredictable chain reactions in an atomic battlefield.

Ranked 4th, Avalanche | NeuraNode Game Jam | 2025 – <https://amnesea.itch.io/traptile>

A *grid-based* game where you jump between tiles, dodge enemies, and survive on an ever-shifting playfield.

AR/VR Game of the Year Nominee at IGDC | 2024

Spacey's Adventures got nominated for the GOTY, highlighting innovation & unique gameplay mechanics.

Xbox Game Camp Asia by Microsoft | 2024

Led my team, which got shortlisted as one of the 4 teams from India for Microsoft's XBOX Game Camp Asia.

Top 10 Finalist, BYOG Game Jam | 2023 – <https://agrmayank.itch.io/timebound>

Led the development of "TimeBound: History's Legacy" which made it to the top 10 in BYOG game jam by IGDC.

Speaker & Made with Unity Showcase at Unity Day | 2019

Invited as a speaker to showcase "Foggy Forest," which was *shortlisted as a Made with Unity game* by Unity.

Education

Trident Academy of Technology (TAT), Bhubaneswar | 2016 – 2020

B.Tech – Information Technology

- Developed "Tri-Netra", an **AR-based navigation system** with *custom 3D model* replica of the college.
- Led a team to design and build a **3D-printed spider-bot** with **AR and IoT** at Cisco thingQbator.
- Created an *e-commerce website* using WordPress, Shopify, and Amazon Affiliate.