

CONTACT

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- [Portfolio](#)
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EDUCATION

2022-2026

ALLIANCE UNIVERSITY

- B. Tech CSE (AI/ML)
CGPA - 6.6
- 10th (Bihar Board) - 62.50 %
- 12th (Bihar Board) - 73.6 %

SKILLS

- Game Development: Unity 3D, 2D, AR/VR, URP, HDRP
- Programming Languages: C#, Python
- 3D Modeling & Design: Blender
- Collaboration & Leadership: Leading game development projects and club activities

CERTIFICATES

- [Link](#)

LANGUAGES

- English: Fluent
- Hindi: Fluent

PROFILE SUMMARY

Passionate and driven Computer Science (AI/ML) student with hands-on experience in Unity, AR/VR development, and 3D modeling using Blender. Adept at building immersive game environments and leading innovative tech initiatives. Excels in team collaboration, project leadership, and creating engaging user experiences.

CERTIFICATIONS & ACHIEVEMENTS

- First Prize – Gameforge 1.0 - Won ₹50,000 in a 36-hour national-level Gameathon at Reva University for developing an innovative game project.
- Patent: Solar-powered Oculus HMD
- Unity Essentials – Unity Technologies - Completed foundational training in Unity, covering 3D concepts, scripting, and development workflow.
- Machine Learning & Data Analytics Internship – Corizo Gained hands-on experience with machine learning models, data preprocessing, and analytics tools.
- Resource Person – C3 Workshop, Invited as a guest speaker to share insights on Unity and game development at the C3 event.
- Resource Person – Level Up with Unity Workshop, Conducted a session on Unity basics, AR/VR, and game design for students and tech enthusiasts.
- Activities & Roles
 - Second Prize – Bytewaves, Krupanidhi College of Management
- The Final Fiesta and Alliance Achievers' Day Celebration 2025
 - Visionary Leader – Honored with the Certificate of Excellence for my role as the Chief of Nextgen (AR/VR) Club (2024-2025), recognizing my efforts in leading innovative projects and building a vibrant AR/VR community.
 - Pillars of the Fest – Alliance One 3.0 – Awarded for my contribution as the Chief Event Coordinator of RanSHASTRA, a flagship esports tournament under Alliance One 3.0.

WORK EXPERIENCE & LEADERSHIP

VR Alliance University (Unity, URP)

- Developed the 3D model of the Central library and the campus environment which can be experienced in VR
- Movements and interactive characters inside it

VR Interactive Main Menu (Unity, URP)

- Developed a VR main menu with interactive UI buttons
- Implemented smooth interaction mechanics for immersive user experience

VR Mannequin Hunt (Horror Game)

- Built a VR horror prototype in Unity with gaze-based AI behavior.
- Added dynamic lighting, audio, and emission flicker for immersion.

Leadership - Activities

- Chief - NextGen AR/VR Reality Club (Centre of Excellence in Immersive Technologies AR/VR - Alliance University)
- Chief Student Coordinator - RanSHASTRA, Alliance One 3.0
- Organized a multi-event fest featuring AR/VR Game Zone, e-sports, and tech expos
- Outreach in the government Schools to increase awareness in AR/VR
- Delivering Speech to Students Unity (2D,3D, AR/VR), 3D modelling (Blender), Environment creation and Post Processing.