

# Yash Dushettiwar

XR Programmer / AR VR Developer | 4+ yrs

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## PROFESSIONAL SUMMARY

XR Developer with 4+ years of experience in software development and cross-platform solutions, specializing in AR, VR, and MR technologies. Proficient in C++, C#, JavaScript, and Python, with expertise in Unity3D and Unreal Engine. Experienced in real-time systems, AI programming, networking, and immersive environments. Skilled in performance optimization, scalability, system design, and software architecture. Strong background in Agile methodologies, CI/CD, and cloud integration. Adept at leading teams, optimizing code, and solving complex problems to deliver high-quality, interactive XR experiences.

## PROFESSIONAL EXPERIENCE

- ◉ **Sr. XR Developer** [ AI Research Center - Woxsen University, Hyderabad ] **April 2024 - Present**  
Contributed to the development of VR Woxsen Campus Tour, implementing multiplayer technology, voice communication, chat features, and AI chatbot integration. Developed AR Employee Profiler and AR Fashion TryOn apps for US client (AdvertFlair) and UK universities, incorporating a user database for seamless interaction. Currently working on a Multilingual Communication System for a VR Communication and Meeting application. Focused on networking, performance optimization, and cross-platform scalability for immersive, low-latency experiences
- ◉ **XR Programmer** [ InuCom India Ltd - BetaFlix (US), Hyderabad ] **Feb 2023 - April 2024**  
I engineered and launched the VR Welding Simulation on time, integrating 2-3 major features in subsequent versions (v2, v3) to enhance performance. I designed and implemented the VR Space Simulation, focusing on satellite assembly, launch separation, orbiting, and data transfer modules. Additionally, I single-handedly built the VR Physics Lab Simulation, featuring interactive experiments on light, sound, and more, which was successfully deployed to U.S. state schools. As the primary point of contact, I facilitated clear communication and ensured the timely delivery of high-quality XR solutions to clients.
- ◉ **Game Designer** **Nov 2022 - Jan 2023**  
**Gameshastra - Hungama Games, Hyderabad**  
I contributed to several key projects as a game Designer. For the Desi RPG Online, I developed the Inventory Management System, enhancing gameplay efficiency and player interaction. In the Ghost Racer, I designed the Time Trial mode, Split Engage mode, and the Ghost system, enabling record-breaking features. Additionally, I contributed to game design scrum meetings, project timeline planning, and client interactions, while utilizing tools such as Trello, Slack, and GitHub for streamlined project coordination.
- ◉ **Associate Eng. QA** **Aug 2020 - Sept 2021**  
**Zensoft Services Pvt. Ltd, Pune**  
Tracked bugs, debugged, and performed performance testing to improve system stability and user experience.
- ◉ **Qualitia Software** **Jan 2020 - March 2020**  
**Software Intern**  
Assisted in coding, debugging, and optimizing software solutions in collaboration with senior developers.
- ◉ **Horizon Electro pvt. ltd** **Jul 2019 - Aug 2019**  
**Student Intern**  
PCB Fabrication, Module Assembly Packaging

### PROGRAMMING

- C++
- Javascript
- C#
- HLSL / GLSL
- OpenGL
- Python

### GAME ENGINE

- Unity 3D
- Unreal Engine
- GODOT

### TOOLS/Framework

- NextJS
- AR CORE
- Photon
- ThreeJS
- AR KIT
- Ads
- React
- VR Toolkit
- Monetize

### AI/ML

- Hugging Face
- Kaggle
- Sentis

## EDUCATION

- B.TECH / B.E - EnTc Engineer** **2016 - 2020**  
Pune University - Sinhgad College
- Game Design and Development Specialization** **2021**  
Coursera - Michigan State University, US
- PG Diploma in Game Design And Development** **2021 - 2023**  
BackstagePass - Lincoln University College, Malaysia

## PROJECTS

- VR Welding Sim**  
Training Sim for Welding Technicians
- VR Satellite Space Ops**  
Simulating Satellite launch sequence
- Avatar AI Companion**  
Personalized AI Mentor for Companion app