

Yash Dushettiwar

Metaverse Engineer

✉ yash.dushettiwar@gmail.com

☎ +91-9834-095-82

🌐 <https://ysd98.github.io>

A skilled Game Developer and AR/VR Engineer with **3+ Yrs** of experience in designing and implementing interactive experiences. Seeking to leverage technical expertise and creative problem-solving skills in a dynamic team environment.

Professional Experience

Metaverse Engineer - AI Research Center, Woxsen University April 2024 - Present

- **AR Employee Profile Viewer** - Developed an Augmented Reality Employee Profile Viewer, enhancing user engagement and providing an immersive way to access employee information.
- **VR Cultural Expo** - Created a Virtual Reality Cultural Expo for a student exchange program in Telangana, enabling immersive experiences that showcase local culture and foster cross-cultural understanding among participants.
- **SkinTone AR Try-ON** - Developed a Skin Tone Augmented Reality Try-On application, allowing users to virtually test cosmetic products and shades, enhancing the shopping experience through personalized visual feedback.
- **Course mentor** - Served as a Metaverse Course Mentor, guiding students through immersive learning experiences in virtual environments, and facilitating discussions on the implications and applications of metaverse technologies in various fields.

AR/VR Engineer - InuCom India Ltd Feb 2023 - April 2024

- **VR Physics Lab** - Created a Virtual Reality Physics Lab, enabling students to conduct interactive experiments and explore physics concepts in an immersive environment.
- **VR Dental Simulator** - Developed a VR Dental Simulator, providing professionals with a realistic training platform to practice dental procedures and refine their skills in a safe, immersive environment.
- **AR Airforce Cadet Trainer** - Developed an AI-driven AR Cadet Trainer for the Air Force Academy, enhancing cadet training through immersive simulations and interactive learning experiences.
- **VR Welding Training Sim** - Developed a VR Welding Training Simulator, allowing professionals to practice welding techniques in a safe, immersive environment, enhancing skill development and safety awareness.

Game Programmer - GameShastra Nov 2022 - Jan 2023

- **Inventory Management System** - Designed an Inventory Management System for an RPG game, enabling players to efficiently organize and manage items, enhancing gameplay experience and strategy.
- **AI NPC Car** - Created an AI-powered NPC car system, enhancing gameplay in racing games by enabling realistic behaviors and interactions, improving player experience through adaptive challenges.
- **RPG Character Customizer** - Developed a Character Customizer, allowing players to personalize their avatars with a wide range of options, enhancing user engagement and immersion in the game environment.

Associate Engineer QA - Zensoft Services Pvt Ltd May 2020 - Nov 2021

- **Automation Engineer** - Served as an Associate Engineer in Quality Assurance, conducting thorough testing and quality assessments to ensure software reliability and performance, while collaborating with development teams to identify and resolve issues.

Education

Adv. Diploma in Game Design and Development

- Lincoln University College, Malaysia

B.Tech Electronics and Telecommunication

- Pune University

Skills

- Unity C#
- Unreal C++
- Blender 3D
- OpenGL
- Javascript ThreeJS
- WebXR
- Git / Github
- Python API
- AR / VR
- Oculus, HTC, Hololens
- Game Design
- Game Development