Gupta S

Lead Developer AR VR Unity, 7+ years experience
Lucknow, India
https://augmntx.com/profile/lead-developer-ar-vr-unity-gupta-s/axo19569

+91 9820045154 | hr@augmntx.com

For your requirements for XR, Unity-based application professionals. He has strong proficiency in Unity 3D and C# and knowledge of 3D Modelling and Animation. I have good experience in unity

INDUSTRIES: Automotive, Travel

TECHNICAL SKILLS

• Unity 3D	7 years & 2 months
• Core Java	7 years & 2 months
• Red 5	7 years & 2 months
• Vuforia	7 years & 2 months
• Open CV	7 years & 2 months
• ARKit	7 years & 2 months
• Visual Basic	7 years & 2 months
• Samsung Gear VR	7 years & 2 months

SOFT SKILLS

Problem-solving, empathy, leadership, team player, Communication

PROJECT DETAILS

• Philips Dali simulation — September-2014 - December-2017

Project Description: This simulation allow to user to operate Dali system software and check real time modification over simulation.
Responsibilities: Implement multiple AR engine to test performance and try to build knowledge base on AR technology Develop architecture for SLAM based application and
Technologies: AR VR Unity
Industry: Automotive
Link: http://www.dynalite.org/download-library/training-resources/

• Augtraveler - — January-2018 - April-2024

Project Description: The Augtraveler experience offers the most authentic historical tour of the UNESCO World Heritage Sites in India.
Responsibilities: Consult and implement the process of content creation for Augtraveler products. Identification of platform with pros and cons for product Worked closely with other team members to plan, design and develop robust solutions in a timely manner
Technologies: AR VR
Industry: Travel
Link: https://play.google.com/store/apps/details?id=com.augtraveler.app

EMPLOYMENT HISTORY

• Lead Developer AR VR Unity — July-2018 - April-2024

Description: Consult and implement the process of content creation for Augtraveler products. ● Identification of platform with pros and cons for product ● Worked closely with other team members to plan, design and develop robust solutions in a timely manner

• Unity3d app developer September-2017 - December-2017

LIQVID ELEARNING SERVICES

Description: Implement multiple AR engine to test performance and try to build knowledge base on AR technology • Develop architecture for SLAM based application and build native plugin to control location services • Rapidly prototyped new capabilities to confirm feasibility • Worked closely with other team members to plan, design and develop robust solutions in a timely manner

EDUCATION

• Bachelors degree in Computers from IGNOU 2006 - 2009

LANGUAGES

• English - advanced

END OF DOCUMENT
This PDF is automatically generated by AugmntX on 20 Nov 2026
Profile URL:https://augmntx.com/profile/lead-developer-ar-vr-unity-gupta-s/axo19569