

AMRUT MUJUMDAR

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EDUCATION

Bachelor of Technology (B. Tech) - Electronics and Communication Engineering

2019 - 2023

Jabalpur Engineering College, Jabalpur
CGPA: 8.22

High School - CBSE

Chhatrapati Shivaji Maharaj Public School, Indore
PCM: 85.4%

2019

SKILLS

Languages : C#, Python, C++, JavaScript

Technical Skills : Unity Engine, Oculus, OpenXR, Vuforia, Firebase, Photon Engine, MySQL, Netcode, UI/UX, ARFoundation, Android, WebGL, Unreal Engine

Tools/Frameworks : .NET, Photoshop, Blender, Figma, Azure, Meta Spark AR, Quest 2/3, Spline, Visual Studio, PyCharm, VS Code, Git, GitHub

EXPERIENCE

WOLTERS KULWERS

Consultant - VR Developer

Mar 2023 - Present
Pune, Maharashtra, India

- Involved in the design, and development of **Metaverse** (3D Immersive world) from scratch, focusing on VR experience.
- Technology Used:** Unity, Photon Engine, Firebase, C# & Quest 3.

JIO TESSERACT

Developer Partner

2021 - 2023
Remote

- Led the design and development of a 3D game application [BALL REALM: Mixed Reality based Hypercasual Game] using **Unity Engine** & its built-in tools and plugins and **C#** for Jio Glass. Got hands-in experience while working on **JMR SDK**.
- Utilized **Firebase** for backend services and database management.

PROJECTS

Nightmare Reborn VR Game | QUEST 3

[\(Video\)](#) [\(Itch.io\)](#) [\(WebGL\)](#)

2023-2024

- Created this game for **PLAYSTORE** [Google Cardboard], **WebGL** and **META QUEST 3**.
- In this game, you're the survivor. You have only a few things to help you, and you're up against lots of zombies. You'll need to pick your weapons smartly and think about your moves as you explore this spooky place.

Ball Realm XR Application [\(GitHub\)](#)

2022

- As part of a project, I used Unity Engine and C# and demonstrated my skills in mixed reality technology by developing an application called Ball Realm for **Jio Glass** and **Holoboard** using Unity and AR/VR principles.

AR Try On Watch [\(Video I\)](#) [\(Video II\)](#)

2022

- Developed an AR-based Try-on Watch concept using **Unity** and **Vuforia SDK**, and programming in **C#**.
- The era of flat-screen view e-commerce is over. Today, users want to have a better customer experience and want to be sure that they buy the right products.

Augmented Reality Business Card [\(Video\)](#) [\(GitHub\)](#)

2021

- Developed an AR-based business card app using Unity's animator and Vuforia SDK, and programming in C#.
- Enabled users to view AR content by pointing their phone camera at a physical business card using the app.
- Technology Used:** Unity Engine, C#, Vuforia.