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## Nikhil Anvekar

### SOFTWARE ENGINEER

#### OBJECTIVE

- Proficient in all aspects of Game Development, AR, VR and MR.
- Ability to work independently, Prioritize and work under tight deadlines.
- Ability to multi task and handle projects from concept to final product.

#### ACADEMIC QUALIFICATION

- **Bachelor of Engineering (CSE)** – Nagesh Karajagi Orchid College of Engg. &Tech.

#### EXPERIENCE DETAIL

##### I.

- **Company:** Aptech Limited, Mumbai.
- **Designation:** Assistant Manager.
- **Duration:** July 2018 Till Now.
- **Technology:** Unity3D Programming.
- **Description:** E-Learning application based on augmented reality & Virtual Reality.

##### 1.

- **Project Name:** MAAC AR Books
- **Description:** This is the project of Maya Entertainment Limited Education which helps to learn concepts with augmented reality technology.

##### 2.

- **Project Name:** ARENA AR Books
- **Description:** This is the project of Aptech Limited (VAR) Education which helps to learn concepts with augmented reality technology.

##### 3.

- **Project Name:** Virtual Reality Office
- **Description:** This is the virtual reality tour of office for android platform

##### 4.

- **Project Name:** Virtual Reality VFX in mobile
- **Description:** This is the virtual reality Application for android platform which run in minimum device and has all awesome features like vfx

##### 5.

- **Project Name:** Augmented Reality Face Makeup  
**Description:** This is the Augmented Reality Application for android platform is used to make-up the face in virtual

## II.

- **Company:** SpritePlay Pvt. Limited, Mumbai.
- **Designation:** Product Manager-Gaming.
- **Duration:** October 2017 – July 2018.
- **Technology:** Unity3D Programming.
- **Description:** Various IP based AR, VR Project and Game development on different platform PC, MAC, IOS and ANDRIOD.

### 1.

- **Project Name:** AR Jungle.
- **Description:** This is the project which gives and immersive experience of jungle.

### 2.

- **Project Name:** I've been watching You.
- **Description:** E-Learning application provides info. to cure form Ransomware attack.

### 3.

- **Project Name:** Multiplayer Zombie Survival War
- **Description:** This is the Multiplayer shooting game for android platform.

### 4.

- **Project Name:** Virtual Reality Zombie Survival War
- **Description:** This is the virtual reality shooting game for android platform

## III.

- **Company:** Emmersive Infotech Pvt. Limited, Pune.
- **Designation:** Unity Developer.
- **Duration:** July – September 2017.
- **Technology:** Android based Virtual Reality and Augmented Reality using Unity3D.
- **Description:**
  1. VR Based E-Learning application which gives an immersive experience for employ to handle the water pump machine.
  2. VR based application that force to walk on the plank

## FREELANCER:

### 1.

- **Project:** Detecting **Aquaphobia** standing near the water.
- **Technology:** Android based Virtual Reality using Google Cardboard in Unity3D.
- **Description:** Who are suffering from aquaphobia this overcome their fear.

### 2.

- **Project** Detecting **Acrophobia** walk above the building height.
- **Technology:** Android based Virtual Reality using Google Cardboard in Unity3D.
- **Description:** This is the Project which gives an immersive experience of walking above the building height.

3.
  - **Project:** Detecting water **phobia** standing on beach in front of sea.
  - **Technology:** Android based Virtual Reality using Google Cardboard in Unity3D.
  - **Description:** Those who feel scary to go near the beach environment this is the test which overcome their fear.
4.
  - **Project:** Detecting **Gephyrophobia** standing on the Bridge.
  - **Technology:** Android based Virtual Reality using Google Cardboard in Unity3D.
  - **Description:** Those who are suffering from Gephyrophobia this is test which overcome their fear.
5.
  - **Project:** Detecting **Acrophobia**, Open Scary Glass Bridge On Height.
  - **Technology:** Android based Virtual Reality using Google Cardboard in Unity3D.
  - **Description:** Project which is referred to china bridge that overcome Acrophobia.
6.
  - **Project:** Detecting water **phobia** standing on the Running Boat.
  - **Technology:** Android based Virtual Reality using Google Cardboard in Unity3D.
  - **Description:** Those who are suffering from aqua phobia this is test which overcome their fear with natural beauty.
7.
  - **Project:** Crop Management Game for Farming.
  - **Technology:** Windows and Android based 3D Games in Unity3D.
  - **Description:** With the help of this game they will know basic idea of growing Crops in Farms.
8.
  - **Project:** Fire & Flame Game for E-Learning.
  - **Technology:** Windows and Android based 3D Games in Unity3D.
  - **Description:** With the help of this game they will learn Fire and Flame Concept.

#### **B.E. (1 Years)**

- **Project:** 3D Super Bouncy Ball with Virtual Reality
- **Duration:** 1 year.
- **Technology:** Unity3D (Version 4.5), Blender (Version 1.8).
- **Summary:** Game Developed for fun & entertainment, useful for relaxing mind.

#### **Industrial Internship:**

- **Company:** Emmersive Infotech Pvt. Limited, Pune.
- **Duration:** 15 days.
- **Technology:** Unity3D Programming and Vuforia.
- **Description:** Augmented Reality Based E-Learning application which gives an immersive experience to learn the concepts.

#### **Achievements:**

- Secured **1<sup>st</sup> prize** in **SEGAMATHON 2017** at Delhi.
- Secured **2<sup>nd</sup> prize** in **FreedomWithUnity** Contest.
- Secured **1<sup>st</sup> prize** in **3D Super Bouncy Ball with VR** held at NKOCET, 2017.

- Secured **2<sup>nd</sup> Prize** in **Technical Project Competition** at WITchar-2017.
- Selected for **Smart India Hackathon 2017** at Chandigarh.
- Conducted Workshop on **Game Development (Unity)** at NKOCET,2016.
- **Consolation Prize** in **Paddle & Ball, AR App** at Solapur University,2016.

## **KNOWLEDGE DOMAI**

- **Scripting Language:** C# Script
- **O/S:** Windows Family and Linux Ubuntu
- **IDE:** Monodevelop-Unity and Visual Studio 2017.
- **Subject of Interest-** Unity3D
- **Application Awareness:** Gamification and E-Learning

## **PERSONAL INFORMATION**

- **Date of Birth :** 3rd Nov 1992
- **Language:** English, Marathi, Hindi, Kannada and Konkani.
- **Permanent Address:** 656, Bhogade galli, North Kasba Mandir, balivas, Solapur,413007.
- **Current Address:** Sher-e-Punjab Andheri East Mumbai.
- **Hobbies & Interests:** Dancing, Eager to learn new things.
- **Personality skills:** Team skills and leadership skills, Positive attitude

**Date:**

**Signature**

Nikhil Anvekar