

SUJAL GUPTA

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Final-year B.Tech student at IIITDM Kancheepuram building immersive AR/VR experiences in Unity, with hands-on experience in physics-based interaction, hand tracking, and Meta Quest deployment. Build and ship complete AR/VR applications for real users and clients through end-to-end development, looking to apply these skills to VR experiences that bring real-world data and complex ideas to life.

EDUCATION

Bachelor of Technology in Smart Manufacturing

Indian Institute of Information Technology, Design & Manufacturing (IIITDM) Kancheepuram

2023 – 2027

CGPA: 8.43 / 10

EXPERIENCE

Unity VR Developer Intern | BloomRehab

Jun 2026 – Present

- Built and deployed VR rehabilitation games in Unity and C# for Meta Quest using hand tracking, controllers, physics, and adaptive gameplay to support movement and cognitive therapy.
- Implemented VR interactions, gameplay feedback, and visual and audio responses; tested Quest builds to identify and resolve hand tracking, collision, performance, and comfort issues.

AI & AR Developer Intern | TheNextDesign

Aug 2025 – Present

- Built interactive three-dimensional web experiences using React and Three.js, enabling users to explore and interact with client product models directly in the browser.
- Developed client websites from scratch and an AI-powered email automation tool that generates and sends personalized marketing emails with minimal manual intervention.

Freelance AR/VR Developer | Independent

2024 – Present

- Built customizable AR product configurators in Unity and AR Foundation, enabling real-scale product visualization and interaction with configurable three-dimensional components.
- Developed an AR application that converts two-dimensional product drawings into interactive three-dimensional visualizations, using Firebase to upload and deliver content from the backend.

PROJECTS

VR Builds: Try the APK builds directly on a VR headset

PopStrike | Unity, Meta XR SDK, Hand Tracking

GitHub | Video

- Developed a hand tracking VR game for fine motor control using gesture recognition, finger path tracing, and sequenced tasks targeting precision, coordination, and cognitive flexibility.
- Tuned hand pose recognition for Meta Quest tracking latency and tested varied hand sizes and grip styles to improve gesture reliability and reduce false detections.

ArcRoll | Unity, Physics System, Object Dynamics

GitHub | Video

- Built a physics based throwing game where players throw basketballs, frisbees, and bowling balls at targets to destroy them while training shoulder rotation, elbow extension, and wrist movement.
- Tuned Rigidbody physics, object properties, collision behaviour, and target distances to create realistic throws while keeping interactions achievable across different throwing capabilities.

SanskAR | Unity, AR Foundation, ARCore/ARKit

GitHub | Video

- Built a mobile AR app for Android and iOS that recognizes physical museum exhibits and displays three-dimensional content with historical narratives when scanned.
- Used Unity AR Foundation with ARCore and ARKit to support cross-platform mobile AR deployment and connect physical exhibits with digital storytelling.

SKILLS

VR: Unity3D, C#, Meta XR SDK, OpenXR, Physics, XR Interaction Toolkit

AR: ARCore, ARKit, AR Foundation, Vuforia SDK, Firebase

Web AR: React + Three.js, A-Frame, MindAR.js, Model Viewer

Languages: C, C#, Python, JavaScript

CERTIFICATIONS & COURSEWORK

Certifications: Unity C# Game Developer Bootcamp (Udemy), Web AR Development (Udemy), Foundation of Virtual Reality (NPTEL, IIT Madras)

Coursework: Problem Solving, Data Structures, Data Science, Product Design, Prototyping and Testing

SOFT SKILLS

Critical Thinking | Problem Solving | Product Thinking | Builder Mentality | Time Management