

Sujal Gupta

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OBJECTIVE

Pre-final year B.Tech student at IIITDM Chennai with experience in AR development and WebAR using Unity, ARFoundation, ARCore, and A-Frame – across freelance work and a live startup product. Built VR projects independently to understand spatial interaction better, and currently exploring AI integration in spatial environments. Looking for an internship in XR or Spatial Computing.

EDUCATION

B.Tech in Smart Manufacturing

IIITDM Chennai

2023 – 2027

CGPA: 8.47 / 10

EXPERIENCE

Freelance AR/VR Developer

Aug 2025 – Present

- Built AR product visualization solutions for clients using Unity and ARFoundation, covering accurate real-world scaling, plane detection, and object placement.
- Worked directly with clients to understand requirements and delivered working applications within agreed timelines.
- Handled the full build cycle independently – from scene setup and scripting to testing on device and final delivery.

Product Developer, VOVO

Aug 2025 – Dec 2025

- Built an AR food discovery app that places 3D dish previews on real surfaces, giving users a visual reference before ordering.
- Set up both marker-based and markerless AR tracking in Unity, tuned for consistent performance on mid-range Android devices.
- Worked on the mobile build pipeline, reducing load time and keeping frame rate stable during AR sessions.

Tech Lead, E-Cell IIITDM

May 2025 – Present

- Built and maintain the E-Cell web platform, handling architecture decisions, new features, and deployment.
- Coordinate with the team to scope and prioritize work, and review code before it goes live.

Publicity Coordinator, Vashisht'24

Dec 2023 – Jan 2024

- Built an AR Instagram filter for the college tech-fest that was used across student social media during the event.

PROJECTS

SpaceShip-VR

Unity, XR Interaction Toolkit

- Built a VR spaceship simulation with physics-based object grabbing, weapon handling, and socket-driven interactions.
- Implemented 4+ locomotion systems – smooth movement, snap turning, ladder climbing, and seated cockpit mode.
- Designed a working cockpit with interactive levers and buttons, tuned for stable interaction and user comfort.

VR Interactive Game

Unity, XR Interaction Toolkit

- Built a modular VR game with multiple gameplay modes, each driven by distinct interaction mechanics.
- Tuned colliders and physics settings carefully to make interactions feel responsive without causing discomfort.

SanskAR – AR Cultural Heritage App

Unity, ARFoundation, ARCore/ARKit

- Built a mobile AR app that places cultural heritage content at real-world locations with interactive storytelling.
- Worked on tracking stability and scale accuracy to keep the experience consistent across different lighting and surface conditions.

Home Decor AR App

Unity, ARFoundation, C#

- Built an AR furniture app where users place and customize 3D furniture in their actual space using plane detection.
- Optimized asset loading and draw calls to maintain smooth performance on mobile hardware.

TECHNICAL SKILLS

AR/VR: Unity3D, ARFoundation, ARCore, ARKit, Vuforia, XR Interaction Toolkit, GLTFast

Web AR: A-Frame, 8th Wall (SLAM), MindAR.js, Three.js, Model Viewer

Languages: C#, JavaScript, Python, C

Other: React, Firebase, Supabase, Git

CERTIFICATIONS

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