

DIVITH M J

XR / VR Simulation Developer | Unity, C#, OpenXR | VR Training Systems

divith.dev | Coimbatore, India | divith.builds@gmail.com | linkedin.com/in/divith-d

SUMMARY

XR Simulation Developer with 4+ years of experience designing and delivering end-to-end VR training applications using Unity, C#, and OpenXR. Specialized in building real world simulation systems, interaction frameworks, and performance-optimized applications for Meta Quest devices. Experienced in developing enterprise VR solutions, spatial interaction systems, and user evaluation workflows for industrial training use cases.

SKILLS

Game Engines	: Unity, Unreal Engine 5
Programming	: C# (Primary), C++ (Unreal Blueprints)
XR	: OpenXR, Meta XR, Oculus SDK, Unity XR Plugin Framework, Vuforia, MultiSet, AR Core, AR Kit LiDAR
Platforms	: Meta Quest 2 & 3, HTC Vive
Graphics & Optimization	: URP/HDRP, CPU/GPU Profiling, Real-time Performance Optimization (72/90 FPS)
Tools	: Blender, Photoshop
Version Control	: Git, Tortoise SVN

EXPERIENCE

AR/VR/XR DEVELOPER | Dotworld Technologies

Oct 2022 – Present

- Led development of VR training and simulation applications using Unity, C# and OpenXR
- Designed and implemented interaction systems including object manipulation, ray-based UI, and Controller based input
- Built scalable and reusable architectures for simulation workflows and training modules
- Optimized XR applications to maintain stable 72/90 FPS on Meta Quest and PCVR
- Diagnosed and resolved tracking, rendering, and input-related issues across XR platforms
- Integrated XR applications with backend services including REST APIs and Firebase-based authentication systems
- Collaborated with SMEs, designers, and stakeholders to deliver real world training solutions
- Demonstrated VR applications to internal teams and stakeholders

PROJECTS

VR CNC Training Simulator | Unity, OpenXR, Meta Quest 3

- Led end-to-end development of a VR training simulator for CNC machine operations, replicating real world industrial workflows and safety procedures.
- Architected scalable simulation systems including task sequencing, validation logic, and modular interaction frameworks
- Implemented an evaluation system to track user actions, detect incorrect procedures, and generate performance feedback
- Developed physics-based interactions for machinery controls (levers, switches, MCBs) using rotational and positional constraints
- Built and deployed standalone VR application on Meta Quest 3 using OpenXR and Unity XR Plugin Framework
- Presented VR solution to Managing Director and plant heads across multiple locations

Multi-Industry VR Training Platform | Unity, OpenXR, Meta Quest 2/3

- Developed multi-domain VR training simulations for engineering labs
- Built interaction workflows and spatial UI systems
- Designed reusable systems for scalable XR development

Multiplayer VR Firefighting Simulator | Unreal, HTC Vive

- Contributed to multiplayer VR firefighting simulator
- Validated synchronized interactions across networked users
- Identified performance and state synchronization issues
- Worked with VR tracking systems and hardware integration (HTC Vive trackers)

AR / XR Experience for Museum | Unity, Meta XR, Vuforia, Android, iOS

- Developed AR experiences using Vuforia (Image, Model, Area Targets)
- Implemented tracking systems for real world interaction and navigation
- Resolved tracking and rendering issues across multiple Android devices

Quickpath: Wayfinding Solution | Unity, Web, PC

- Developed interactive 3D navigation system for public environments such as hospitals and malls.
- Improved visuals and optimized scene performance
- Integrated web-based backend APIs for data handling and application workflows

EDUCATION

BACHELOR’S DEGREE	Data Science	SRM Institute of Science and Technology
DIPLOMA	Computer Networking	PSG College of Technology