

DIVITH M J

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

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SUMMARY

XR Simulation Developer with 3.9+ 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 Kit
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

LGB 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

Engineering Online VR | 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

ARFF VR 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

Scream Light | Unity 6, HDRP, PC (Steam)

- 4 Player Co-op horror game set in a mutated science facility split into two mirrored worlds. Players complete tasks, scavenge resources, and find the exit before the monsters close in. Harder each run.
- Responsible for game pipeline design, player gameplay systems, game sequence manager, task planning, and team work distribution.

EDUCATION

BACHELOR'S DEGREE

Data Science

SRM Institute of Science and Technology

DIPLOMA

Computer Networking

PSG College of Technology