



# Praveen Krishna

No 11, Bharathiyar street, Anna nagar, Tharamani, Chennai.  
+918248660962 | praveenunitydev@gmail.com

 <https://praveenunitydev.wixsite.com/praveenunitydev>

## OBJECTIVE

Innovative and technically skilled Unity developer with 5+ years of experience building AR/VR solutions and indie games across mobile, PC, and web platforms. Proven ability to deliver high-impact XR training, simulation, and interactive experiences for clients in government and enterprise sectors. Strong understanding of immersive design, Unity pipelines, and real-time 3D development.

## SKILLSETS

- **Programming:** C#, Unity, C/C++, JavaScript
- **XR Development:** AR Foundation, ARKit, ARCore, OpenXR, Vuforia, MRTK, Meta Quest, WebXR
- **Tools:** Unity, Git, Addressables, Photoshop, Illustrator, GenAI tools, Threejs (Basic)
- **Design:** Level Design, UI/UX, 2D/3D Animation, Rigging
- **Workflow:** Agile, Jira, Version Control, Clickup

## PROFESSIONAL EXPERIENCE

13-05-24 -  
Present

- **XR Developer**  
SatoriXR

Led architecture and development of **15+ enterprise XR, AI, and digital twin applications**, delivering scalable, high-performance solutions across automotive, manufacturing, and training sectors.

Created **InstaXR**, a plug-and-play POC Visualiser template that auto-generates AR and 3D product visualizations from any imported 3D model with interactive annotations. **Reduced development time by 99.9% (from 1-2 weeks to <10 seconds)**, resulting in a **70% boost in team productivity** and accelerated delivery across multiple client projects.

Developed "**DaimlerXRtreme**", an AR-based sales enablement tool for **Daimler India Commercial Vehicles** using Unity. Included real-time 3D interactions, in-app analytics, and dynamic dashboards. Contributed to a **30% faster sales cycle and 40% increase** in engagement from dealerships during product demos.

Built "**Factory Layout Visualizer**" for **Mercedes-Benz**, a Unity-driven simulation platform with robotic path planning based on Denavit-Hartenberg kinematics. Enabled **10x improvement in path accuracy** and reduced layout planning **effort by 60%** for factory engineers.

Delivered end-to-end XR and AI solutions—including immersive training apps, product configurators, and real-time visualizers—for major clients such as **Tech Mahindra, Ashok Leyland, NCH, Hanon, IITM and Generac**. Served as sole developer, ensuring **100%** on-time delivery and **98%** client satisfaction across all projects.

09-01-23 -  
12-04-24

- **Software Engineer - L2**  
DIGIT7

Built "**Digit Snap**", a Unity-based synthetic data generation tool that transforms **4-6 real-world object images into 5,000+ AI-ready image variations** using procedural rendering, randomized lighting, and camera angles. **Accelerated AI model training pipelines by 80% and reduced manual data collection efforts by 90%**.

Prototyped and deployed multiple experimental workflows combining **XR, computer vision, and generative**

AI (e.g., image-to-3D, real-time detection overlays). Delivered POCs for AR-assisted labeling, virtual sensors, and content generation, supporting early-stage R&D for vision-based automation and training use cases.

Integrated Unity with **OpenCV, Python APIs, and TensorFlow pipelines** for testing real-world object detection in XR, paving the way for AI-enhanced AR solutions and real-time model evaluation in immersive environments.

08-03-21 -  
06-01-23

- **Unity Developer**  
Meynikara XR Technologies

Delivered **15+ high-impact AR/VR solutions** for enterprise clients and government bodies, leveraging Unity and XR technologies to support training, education, and industrial visualization.

Developed VR firefighter training simulations for **ONGC**, simulating real-world hazards, emergency protocols, and safety procedures. **Increased trainee retention and engagement by 60% compared to traditional methods.**

Built key modules for "**MetaKalvi**", a VR-based educational platform funded by the **Tamil Nadu Government**, enabling interactive learning experiences in science, math, and vocational skills for **10,000+** students across public schools.

Contributed to immersive solutions for major clients including **Hindustan Unilever, SABIC, Sanofi, Jazeera Paints, Indian Oil, and Vedanta Group**, delivering XR experiences for marketing, training, and operations — **achieving >95% satisfaction rate across all deployments.**

Collaborated with cross-functional teams to scope, design, and deploy XR applications on Meta Quest, Android, WebGL, and PC VR, ensuring compliance with enterprise IT and data security requirements

07-03-18 -  
-

- **Founder & Indie Game Developer**  
ARTO Games

Founded and led an independent game studio, handling the complete lifecycle of game development from concept to release. Developed a total of 5 indie games across mobile, PC, and web platforms.

Launched **Flyfar**, a minimalist endless runner with **5K+** downloads on **Google Play Store**.

Currently completing **Promise**, a narrative puzzle platformer for Steam and Itch.io.

Managed full lifecycle: game design, programming, asset creation, publishing, and marketing.

EDUCATION

- **BCA**  
AVVMSPC  
86 %

INTERESTS

- AR/ VR Applications
- Story- driven game design
- Digital art & 2D animation

LANGUAGES

- Tamil (Native)
- English (Fluent)



PRAVEEN KRISHNA