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Sanket Prabhu

Unity 3D, AR/VR app developer (Android & iOS)
www.arreverie.com/about
www.stackoverflow.com/story/sanprabhu

I am professional **Unity 3D, AR/VR (Android & iOS) application developer**. I've developed professional expertise in Gamified applications and game development Using of advanced skills with leading edge Technologies, Programming tools and platforms available: **Unity3D, Android, Augmented Reality, Virtual Reality, Vuforia/ARToolkit SDK with 3D rendering**.

I have great experience in C#(mono), JAVA, JavaScript, & C/C++. Expertise in Research & Development on right technology and accomplish project with my team to produce desired output.

Professional Summary

Unity 3D, AR, VR, Android, iOS



- Versatile Unity 3D developer with 2+ years of experience of producing, designing and programming app & game with AR/VR technology on variety of platforms- Android, iOS, Smart glass, Cardboard & more.
- Excellent knowledge of Unity 3D engine, Unity shaders & effects, Animation, GUI styles, 3D/2D assets, 3D rendering, C# (mono), Native code plugin development in Unity.
- Professional in Augmented Reality platform & Vuforia (PTC), AR media, ARToolkit & Wikitude SDK integration with Unity, Android, iOS.
- Expert in different AR/VR features: Image recognition & content rendering (device & cloud based), Geolocation based AR, Marker based AR, real world 3D object recognition and VR rendering on smart-glass, HMD (Oculus) using Tango/HoloLens SDK with Unity 3D.
- Deep understanding and experience in Android development, Google FCM, REST and working with agile methodologies.

Technical Skills

C#(mono), Java, C/C++, JavaScript



- **Programming Languages:** C#(mono), Java, C/C++, HTML5& CSS3 (Markup)
- **Game Engine & IDEs:** Unity 3D, Android Studio, MonoDevelop, Visual Studio
- **SDKs:** Android, Vuforia, ARToolkit, ARmedia, Google Tango, HoloLens
- **APIs:** Google Firebase (FCM), REST, GSON, OpenGL, Facebook (Unity+Android)
- **AR Features:** Image recog, Object recog, User defined, Geolocation based, VR
- **Designing Tools:** Blender, Maya, Photoshop CS6, Sketch, DivShot, Brackets
- **Deployment Platform:** Android, iOS, UWP, Cardboard, Smart Glasses

Unity 3D (90%)



AR/VR (80 %)



C# (85%)



Android Studio (70%)



Mobile App (85 %)



Java (80%)



Work Experience

3 years of experience

Mobiliya Technologies

2015 - present

Unity 3D, AR/VR app developer

Project: Enterprise AR app development (*Unity 3D, Android, iOS*)

Responsibilities:

- Gamified AR/VR based application development in the arena of emerging technology.
- Design use cases, storyboard & develop Enterprise AR instructional app for medical and Automobile industry.
- Development and R&D on AR/VR, AR SDKs like Vuforia, ARmedia & enhancing ARToolkit (open source) SDK using OpenCV.
- Plugin development and scripted post rendering logic for uniformed/prebuilt Unity output to java (Android) and Xcode (ios)
- Google firebase (FCM) SDK integration, real time database and app analytics.

E-Solutions

2014-2015

Android developer

Project: Enterprise Android Mobile Device Management (MDM) application.

Responsibilities:

- Android client development and GCM protocol implementation.
- Data security framework design and implementation.
- Server side HTML, CSS, UI design
- Unit testing

Education

B.Tech. Information Technology

- **Bachelor Of Information Technology Engineering** 2013
University Of Mumbai with distinction (75%)
- **Diploma in Computer Engineering** 2010
MSBTE, Maharashtra with First class (73%)
- **Microsoft Certification 'MTA'** 2013

Personal Information

Gender: Male

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