

Sahil Roshan

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🌐 Portfolio — 🔗 LinkedIn — 🐙 GitHub

SUMMARY

Passionate Computer Science student pursuing a BSc (Hons) in Computer Science with a minor in Robotics and IoT, with strong practical experience in game development and immersive technologies. Skilled in designing and developing interactive 3D applications, AR/VR experiences, and physics-based games using Unity, C#, Vuforia, and XR frameworks. Experienced in building real-world projects involving marker-based and markerless augmented reality, virtual reality interactions, and digital twin systems. Possesses strong problem-solving and technical development skills, with a keen interest in creating innovative, user-focused gaming and XR solutions.

EDUCATION

RV University , Bangalore	2027
BSc (Hons.) Computer Science (Minor: Robotics and IoT)	
National Centre For Excellence , Bangalore	2023
Class 12 (PCMC)	
National Centre For Excellence , Bangalore	2021
Class 10	

SKILLS

Programming: C#, C, Python, Java, SQL, HTML

Tools & Technologies: Unity, Vuforia Engine, Git, GitHub, API Integration

Core Concepts: Object-Oriented Programming, Data Structures, Game Development, AR/VR Systems, Digital Twin Systems

EXPERIENCE

VR Developer Intern — Fusion VR June 01 2026 – June 30 2026

- Developed an immersive VR home experience for Meta Quest featuring multiple interactive themed rooms, natural locomotion, room-scale interactions, and optimized performance using Unity, OpenXR, and the XR Interaction Toolkit.

AR/VR Developer Intern — ARK Infosolutions Pvt. Ltd. August 10 2026 – December 31 2026

- Developing a multiplayer VR application for Meta Quest 3 using Unity and C#, featuring player tracking, voice chat, and shared interactions.
- Conducted Unity workshops and coordinated AR/VR activities, including a hackathon, at JNNCE Shivamogga and RV University's Kalpavikas 2.0.

PROJECTS

VR Home – Digital Twin Smart Home VR Experience

- Developed a digital twin system integrating an ESP32-powered smart home with Unity VR, enabling real-time two-way synchronization of physical and virtual devices through REST APIs.
- Implemented interactive VR controls using the XR Interaction Toolkit along with a browser-based dashboard for remote device management and connection-aware synchronization.

AR Sushi Menu

- Built a marker-based AR application using Unity and Vuforia Engine that allows users to scan menu markers and instantly visualize interactive 3D sushi models in their real environment.
- Added features such as model rotation, scaling, and information pop-ups to enhance user engagement and provide an immersive dining experience.

VR Rage Room

- Designed and developed a VR rage room environment in Unity, allowing users to interact with and destroy physics-based objects using VR controllers.
- Focused on comfortable VR interactions, hand tracking mechanics, physics optimization, and performance tuning to ensure a smooth 90+ FPS experience.

CERTIFICATIONS

- Unity Certified Associate Game Developer
- Unity VR Development
- Unity Mobile AR Development