

AAYUSHI PANCHAL

XR Developer | AR/VR | Unity | Lens Studio | Meta Quest | Snap Spectacles

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PROFESSIONAL SUMMARY

XR Developer with an MSc in Virtual & Augmented Reality (Goldsmiths, University of London) and 3+ years shipping immersive AR/VR experiences on Snap Spectacles, Meta Quest 2/3, and mobile. Proficient across Unity (C#), Lens Studio (TypeScript), AR Foundation, ARCore, ARKit, and spatial UI/UX design. Known for building XR products that reach real audiences 1M+ Snapchat lens views, Lenslist Challenge wins, and VR titles exhibited internationally in China (2026). Hackathon finalist and winner across 3+ national XR competitions. Ready to bring technical depth, creative execution, and a proven shipping record to a team building the next generation of immersive experiences.

TECHNICAL SKILLS

XR Platforms: Snap Spectacles, Meta Quest 2 / 3, Pico, Android (ARCore), WebXR

Game Engines: Unity 2D / 3D, Lens Studio

Languages: C# (Unity), TypeScript, JavaScript

AR / VR SDKs: Vuforia, Meta XR SDK, OpenXR, XR Interaction Toolkit, Snap Spectacles SDK, Mixed Reality Utility Kit (MRUK), Meta Voice SDK

3D & Creative: Blende, Motion Capture

Design Tools: Figma, Adobe XD, Canva

Other: Git / GitHub, Miro, Lenslist publishing, VS Code, Side Quest, Trello, Discord, Notion

Soft Skills: Cross-functional collaboration, Creative problem solving, Rapid prototyping, User-centered design

WORK EXPERIENCE

XR Developer | VyuXR Immersive Studios | Mumbai, India Jul 2025 – Jan 2026

- Built and shipped 4 interactive MR / VR applications for Snap Spectacles using Lens Studio (TypeScript) and Unity (C#); 2 submissions won Lenslist Monthly Challenges.
- Designed spatial UI / UX systems, real-time physics interactions, and interactive game mechanics for headset-based immersive experiences.

XR Mentor & Scholar | XR Bootcamp (Remote) | Online Mar 2025 – July 2025

- Awarded competitive scholarship to accelerate Unity, Meta Quest, and AR Foundation development skills.
- Actively mentors' community members on Unity C#, Oculus integration, AR Foundation, and VR best practices.

UI/UX Designer — Freelance | Self-Employed | Mumbai, India Oct 2021 – Nov 2021

- Designed for a full grocery mobile app (Figma, Adobe XD) end-to-end: user research, wireframes, prototypes, high-fidelity UI.

KEY PROJECTS

Tiny Intruder — VR Game | Unity · C# · Meta Quest · Spatial Audio · Spatial UX · Pico

- Designed and shipped a VR game showcased at AR/VR Exhibition Shanghai (May 2026) and GWPF Pet Industry Exhibition China (May 2026) — two major international industry events.
- Implemented immersive game mechanics, spatial audio cues, and optimized build for standalone Quest deployment.

Language Quest — VR Language Learning App | Unity · C# · Gamification · Spatial UX

- Built a VR environment for Spanish language acquisition featuring real-time quiz feedback and gamification; featured at Google Developers Group Mumbai 2024.

- Applied instructional design principles to maximize learner engagement and retention inside a 3D immersive space.

Snapchat AR Lenses (Multiple) | *Lens Studio · TypeScript · Face Tracking · World AR · JavaScript*

- Published a suite of Snap lenses including multiple approaching 1M+ views; strong expertise in face effects, world tracking, and scripted interactions.
- Won 1st place in the Lenslist Winter Sports Monthly Challenge (March 2026).

AR Toolkit Suite | *Unity · ARCore · ARKit · AR Foundation · Vuforia · C#*

- Developed a range of AR applications: educational overlays, image-marker-based experiences, and interactive product demos covering the full iOS and Android AR pipeline.

Pixel Art 2D / 3D Game | *Unity · C# · 2D Physics · Pixel Art*

- Designed and shipped a 2D zombie survival game built around a tight 10-second challenge loop; handled all mechanics, art direction, and UI design.

Motion Capture — Film: Robot vs Human | *Maya · Motion Sensors · Character Rigging*

- Performed as lead mocap actor; independently captured a full dance sequence, performed character rigging, applied texturing and rendering in Maya.

VR Prototypes & Experiments | *Unity · C#*

- Have built VR prototypes across psychology research environments, hand-gesture-controlled applications, and interactive VR films, constantly exploring what presence, gesture, and immersive storytelling can unlock beyond traditional gaming.

EDUCATION

MSc Virtual and Augmented Reality²⁰²⁴

Goldsmiths, University of London | London, UK

B.Tech Electronics Engineering (ETRX)²⁰²²

K.J. Somaiya College of Engineering | Mumbai, India

ACHIEVEMENTS & RECOGNITION

- Lenslist Winter Sports Challenge — 1st Place (March 2026)
- VR game displayed internationally: AR/VR Exhibition Shanghai & GWPF China (May 2026)
- Snapchat AR lenses: 1M+ cumulative views; top lens approaching 1M individually
- XR Hackathon Winner — DJXLab Delhi 24hr Hackathon, 3rd Place (Feb 2026)
- XR Hackathon Finalist — XRCC 2025 & 2026, Wavelaps, Ministry of Broadcasting Govt. of India (2024)
- Featured at Google Developers Group Mumbai 2024 — Language Quest VR Project
- XR Bootcamp Scholarship Recipient (2025)