

Contact

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Top Skills

XR Development (AR/VR/MR)
WebXR
GEN AI

Languages

English
Hindi
Bengali

Certifications

Post Graduate Program in
Generative AI for Business
Applications
Diploma in Game Programming

Soumyajit Bir

Lead Unity Engineer at Macmillan Learning
Bengaluru, Karnataka, India

Summary

Lead Unity Engineer with 11+ years of experience building real-time 3D, XR, and interactive learning platforms. Specialized in Unity architecture, multiplayer systems, AR/VR applications, and large-scale interactive simulations. Proven track record delivering production systems across gaming, EdTech, and enterprise training environments.

Experience

Macmillan Learning
Lead Unity Engineer
January 2026 - Present (8 months)
Bengaluru

Worked on interactive features for Neuron WebGL simulations.
Worked on a POC based on AR with MCQ QnA system configured using WebSockets.

Inspirit
3 years 2 months
Lead Unity Engineer
July 2024 - January 2026 (1 year 7 months)
Bengaluru

Worked in Inspirit Learning AR app
Developed and published "Inspirit Learning" AR app on android and iOS.
Parallely managed a team of 4 developers for content creation for the same.
Implementing the complete flow of the app and the way it manages data and asset bundles.
Created a framework like ARPackage to reduce developemt time and code redundancy.
This product was a part of Inspirit Educational XR Ecosystem.

Senior Unity Developer
December 2022 - July 2024 (1 year 8 months)

Optimized VR simulations to 72 FPS for Oculus Quest 2 and successfully published on Meta App Lab.
Created a framework like VRPackage to reduce development time and code redundancy.
Worked in Inspirit Educational XR Ecosystem.

Games24x7

SDE-2

February 2022 - November 2022 (10 months)

Bengaluru

Worked in Rummy Circle as SDE - 2 on Unity.

EDS in Rummy Circle Lite

Implemented Event Driven Overlay System (EDS) in Rummy Circle Lite, enabling in-app notifications, post-login overlays, and rating prompts, contributing to improved user engagement and retention across millions of active users.

Geval6 Inc

Software Engineer (Unity 3D Developer)

February 2021 - February 2022 (1 year 1 month)

Chennai, Tamil Nadu, India

Worked in

Online simulation-based troubleshooting training of industrial electrical components for TPC Training.

TEC :- Troubleshooting Electrical Circuits

TMC :- Troubleshooting Motor Circuits

TIC :- Troubleshooting Industrial Controls

TIS :- Troubleshooting Industrial Sensors

VFD :- Troubleshoot Variable Frequency Drives

PLC :- Troubleshooting Logic Controller

Target Platform :- WebGL

Youtube :- <https://www.youtube.com/watch?v=2r9NPb7nqcQ>

Particle41

Senior Software Engineer

October 2020 - January 2021 (4 months)

Pune, Maharashtra, India

Worked in

Lockout Tagout

Ported the framework of project from SteamVR to XR Interaction toolkit in unity for NextWave Safety Solutions, Inc.

Target Device :- Oculus Quest 2.

Youtube :- https://youtu.be/bq_GmXVadfQ

Plastic Water Labs

Senior Unity Developer

September 2018 - July 2020 (1 year 11 months)

Bengaluru

Worked in

IIOT Lab - B.I.T.S Pilani (Hyderabad Campus)

Target Device :- Windows PC

Water bottling plant using IIOT sensors

Youtube :- <https://youtu.be/QMqTjY6klzw>

Worked in

Elica 3D Catalogue

Target Device :- Android Devices

Youtube :- <https://www.youtube.com/watch?v=2JYn0FasiVM>

Worked in

Flipkart Mother HUB Induction Virtual reality tour

Target Device :- Oculus Go

Youtube :- <https://youtu.be/Eng6H6jFPX4>

Worked in

Flipkart Packing VR Training

Target Device :- HTC Vive

Youtube :- <https://youtu.be/t7AtW8VG9dc>

Asian Institute Of Gaming & Animation

Game Programming Faculty

January 2017 - May 2018 (1 year 5 months)

Used to teach and train and young learners.

Basics of Javascript, develop basic classic games from scratch.

Create basic 2D physics engines in javascript for collision based games.

From turn based to realtime FPS shooter games with AI implementation from scratch without Navmesh.

From basics to industrial level training in development and deployment of Games for specific platforms like Android.

Red Apple Technologies Pvt Ltd

Unity Developer

May 2016 - November 2016 (7 months)

Kolkata Area, India

Worked in

Restaurant Kids Food Maker - Fun Cooking Games

Target Device :- Android Devices

Youtube :- <https://youtu.be/KLPZnJFBuAU>

AppLink :- https://play.google.com/store/apps/details?id=com.pinkytale.kids.restaurant.food.maker&hl=en_IN

Worked in

Bow Hunter 2017 E for IEntertainment Network Inc.

Target Device :- Android and iOS Devices

Youtube :- https://youtu.be/W4_oWasF7fs

AppLink :- https://play.google.com/store/apps/details?id=com.ient.bowhunter2017&hl=en_IN

Orange Squirrel Studios

Game Developer

September 2014 - June 2015 (10 months)

Responsibilities of :-

-Creating tools which comes in handy for game level designing.

-Support for ad networks.

-Creating game logic.

-Coding related add-on for games.

-Optimization of Game Logic, Memory Management and Performance.

Worked in 3D Mars Rover for Games2Win under OSS

Target Device :- Android and iOS Devices

<https://www.youtube.com/watch?v=8-j0-oZeqUU&app=desktop>

Education

Kendriya Vidyalaya

High School, Computer Science · (1997 - 2009)

West Bengal University of Technology

Bachelor's degree, Information Technology · (2009 - 2013)

Asian Institute of Design (Formerly AIGA)

Diploma in Game Programming, Computer Games and Programming

Skills · (2013 - 2014)