

# CHAD BEHAL

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## PROFESSIONAL EXPERTISE

GitHub	UI/UX XR Design	Adobe Products & Figma
Unity Engine	3D Modeling and Animation	Performance Optimization
C#, Lua, JavaScript, Three.js	Multiplayer Framework (Photon)	Rapid Prototype Development

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## EDUCATIONAL BACKGROUND

### AVR Academy

Completed a two-year program at an AR/VR Academy, specializing in creating immersive experiences using Unity and industry-standard tools. Developed skills in 3D modeling, UX/UI design, framework architecture, and performance optimization across various platforms.

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## EMPLOYMENT HISTORY

### VictoryXR

May 2021 - Present

#### XR Unity Developer

Played a crucial role in developing and optimizing VR/AR/MR projects, leading the creation of a multiplayer educational platform using Unity. My contributions included pioneering custom frameworks and mixed reality experiences, showcased at major educational expos by Meta.

- Developed a VR Multiplayer Educational Platform using Photon Framework, enhancing user engagement by 30%.
- Led team brainstorming sessions, contributing to innovative solutions that improved project efficiency.
- Prototyped augmented reality experiences using TiltFive, NReal, Pico, and Oculus products.
- Created custom frameworks and Unity tools to streamline development processes, reducing project timelines by 20%.
- Ported multiple VR projects to AR-compatible devices, expanding the company's product offerings.
- Utilized Git for version control, ensuring seamless collaboration and code management.
- Worked on mixed reality projects showcased at several expos by Meta, highlighting cutting-edge VR/AR technologies.

### Roblox

January 2017 - May 2022

#### Freelance Programmer/3D Artist/UI Designer

Instrumental in enhancing gameplay mechanics and user experience through custom scripting in Lua. I developed and implemented server-side logic, created visually appealing 3D assets, and designed intuitive user interfaces, contributing to projects that attracted over 200 million user plays.

- Developed and implemented custom scripts in Lua, enhancing gameplay mechanics and user experience.
- Programmed server-side logic to ensure seamless multiplayer interactions and game stability.
- Analyzed user feedback to inform updates, leading to improved game balance and satisfaction.
- Designed and integrated user interfaces, focusing on accessibility and aesthetics.
- Created 3D assets and visuals using Cinema4D and Octane, contributing to the overall look and feel of the game.
- Collaborated with cross-functional teams to bring creative concepts to life, delivering engaging and polished game features.