

Zerlina Jacob Vareed

3D, XR & Unity Game Developer

9075929877

zerlinajv@gmail.com

zerlinajacob.com

Creative technologist with experience building educational games, XR experiences, and interactive simulations using Unity, Blender, and modern web technologies. Specialized in gameplay systems, immersive learning, and child-focused interactive design.



Skills

Work Experience

Digital Designer – 3D, Games & XR ARK Tech Innovation Pvt. Ltd. | Mar 2022 – Present

- Developed 15+ educational Unity games for Grades 1–5 aligned with school curriculum objectives.
- Designed game-based learning experiences focused on logic, sequencing, patterns, and problem-solving.
- Created child-friendly gameplay systems, UI/UX, animations, and feedback mechanics.
- Built immersive AR/VR/XR educational experiences using Unity and Blender.
- Conducted R&D into interactive learning technologies and gamified education methodologies.

Coding Instructor (Part-Time) WhiteHat Jr. | Sep 2020 – Feb 2022

- Taught coding concepts to students using visual and text-based programming.
- Designed custom project workflows to aid logical thinking and creativity.

Team Lead – Software Projects [Wipro Technologies] | 2006 – 2012

- Led cross-functional software teams across the SDLC, including requirements analysis, application design, implementation and support.
- Delivered high-quality solutions and ensured on-time project delivery.

3D & Game Dev

Blender

Unity

Spline

Augmented Reality

Virtual Reality

Three.js

Gameplay & Interactive Systems

Gameplay Design

Gamification

UI/UX for Games

Level Design

Interactive Systems

Prototyping

Front End Technologies

HTML

CSS

SASS

Javascript

Bootstrap

JQuery

Back End Technologies

Node.js

Express

Additional Tools

Git

Inkscape



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Key Projects

Educational Learning Games (Unity)

- Developed 15+ curriculum-aligned educational games in Unity for Grades 1–5, covering foundational concepts through interactive gameplay.
- Designed mechanics focused on engagement, retention, and age-appropriate learning experiences.

Computational Thinking Game Series

- Designed and developed games introducing computational thinking concepts including sequencing, logic building, decomposition, pattern recognition, algorithmic thinking.
- Created scalable game concepts intended to expand progressively from Grades 1–10.

AR/VR Interactive Learning Experiences

- Built immersive AR/VR learning simulations and interactive XR experiences using Unity and 3D assets.

Education

Post Graduate Diploma in Digital Media & Design

University of Edinburgh | 2017 – 2020

M.S. in Software Engineering

BITS Pilani, Rajasthan | 2005 – 2009