



OMID AMERI

XR / Unity Developer

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EXPERIENCE

Volucap GmbH — Volumetric XR Developer Intern

Jul 2025 – Apr 2026

Potsdam / Remote

- Contributed to the development of Volucap's Unity-based XR platform for volumetric media, building frontend systems and integrating immersive experiences for Meta Quest.
- Developed and migrated production content using Unity Addressables and scalable content-delivery workflows, collaborating with development, UI/UX and backend teams through releases.
- Supported volumetric-capture studio productions and technical R&D, including production setup, client shoots, workstation/server infrastructure and XR demonstrations at industry events.

SELECTED PROJECTS

The Lady of AVRDC — AI Character with Orbs

2026

University Project · Unity 6 · Quest 3

- Developed an AI-driven mixed-reality character experience for Quest 3, combining real-time voice conversation with spatial modes for conversation, image, 3D-model and mind-map interactions.
- Designed the Unity frontend architecture and connected it over WebSocket to local AI services, coordinating LLM, speech, audio playback, tool calls, mode changes and interaction state in real time.
- Created an AR-first spatial interface with responsive orb-based interaction, direct hand input and character feedback designed for intuitive, natural user interaction.

Roman Workshop — Mobile AR Experience

2025–2026

UNESCO Geo-Park Odenwald · Unity / AR Foundation

- Developed a mobile AR learning experience for Android using image tracking and anchored interactions, guiding visitors from marker recognition and material collection through tool crafting and assembly of a Roman cutting machine.

Journey to the Holocene — Museum VR Experience

2024–2025

Senckenberg Naturmuseum Frankfurt · Unity · Quest 3

- Contributed to the design and development of an educational museum VR experience, building interactive sequences across onboarding, exploration and guided narrative moments.
- Implemented tutorial and progression systems, object interactions, guided eagle encounters and feeding/trust mechanics, together with voice direction and spatial sound for an intuitive visitor experience.

EDUCATION

Hochschule Darmstadt — B.A. Expanded Realities

2023 – Present

Darmstadt, Germany

Focus: XR development, interaction design, Unity, AR/VR and immersive media.

Shiraz University — Bachelor of Science, Mechanical Engineering

2019

Shiraz, Iran

Completed 100 credits toward the Bachelor of Science degree.

PROFILE

XR / Unity developer focused on immersive applications, spatial interaction and AI-enabled experiences. Industry experience at Volucap spanning XR product development, volumetric media and studio production, complemented by museum VR, mobile AR and conversational AI projects.

TECHNICAL SKILLS

DEVELOPMENT

Unity 6 • Unreal Engine • C#

XR / AR

OpenXR • XR Interaction Toolkit
AR Foundation • Meta Quest

3D / CONTENT

Blender • Addressables
Git / Git LFS

SYSTEMS

WebSocket • Linux
Docker / WSL • Local AI

CREATIVE TOOLS

Photoshop • Reaper
UX Prototyping • Processing

LANGUAGES

Persian • English • German

LINKS

Portfolio: [OmidAmeri.com](https://omidameri.com)

LinkedIn:

linkedin.com/in/omidameri97

GitHub: github.com/ximoo66