

Kheera King

Simulation Developer
Orlando, FL

Kheera.dev
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Portfolio CV Version

SUMMARY

Multidisciplinary developer with hands-on experience in real-time simulation, UI/UX for XR, and interactive systems. Driven by curious and a deep interest in immersive technology, I am focused on designing engaging user experiences and responsive systems for the simulation industry.

SKILLS

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|----------------------|-----------------------|------------------------------|
| • Unreal Engine | • SolidWorks | • Git |
| • VR/AR | • Unity | • Blueprint Visual Scripting |
| • Interactive Design | • Digital Fabrication | • Microcontrollers |
| • UI/UX for XR | • PCB Prototyping | • 3D Printing |

EXPERIENCE

Sensory Hand – Interactive Panel for Neurodiverse Users

April 2025 – May 2025

University Project

- Developed an interactive sensory panel that responds to hand placement through embedded sensors and multi-zone LED feedback.
- Fabricated custom housing with 3D printing, CNC milling, soldering, and digital fabrication techniques to integrate form and function.
- Utilized GitLab / GitHub for version control and team collaboration; created project flow and UI mockups in Figma to guide to development and integration.

Fortuna – Augmented Reality Tour of Simulation Building

April 2025 – May 2025

University Project

- Planned and scoped an augmented reality experience of the Simulation building in Full Sail University in collaboration with a 5-person team using Unreal Engine and Oculus.
- Built interactive UI elements and portal-based navigation with Blueprint and GIMP.
- Authored virtual guide dialogue scripts and contributed to debugging and team-wide integration using GitLab for version control and collaboration.

Stewart Platform – Small-Scale simulator base

September 2024 – October 2024

University Project

- Designed a 6-DOF Stewart Platform in SolidWorks; fabricated structural components via 3D printing, laser cutting, and digital fabrication.
- Milled a custom PCB from Eagle design files and CNC milling, assembled and soldered components for full system integration.
- Programmed Arduino-based control system to drive platform movement across six degrees of freedom.

EDUCATION

B.S. Simulation & Visualization

November 2022 - July 2025

Full Sail University, Winter Park FL

Relevant Coursework: Virtual & Augmented Reality, Simulation Production, Machine Intelligence Systems, Digital Fabrication, Computer Networks, Simulation & Visualization Software, Microcontrollers, Operating Systems, Software Engineering, Applied Human-Computer Interaction, Data Structures and Algorithms, Data Visualization & Modeling

AWARDS/RECOGNITIONS

- Inducted member of The National Society of Collegiate Scholars, recognizing academic achievement.