

Kheera King

Simulation Developer
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Portfolio CV Version

SUMMARY

I'm a simulation developer passionate about creating interactive systems where humans and technology work together. I've worked on projects using Unreal Engine, XR, and digital fabrication. I have a growing interest in applying machine learning in simulation and smart city applications. Adaptable to diverse simulation projects, I'm inspired by the idea of future cities that bring people closer and improve quality of life. I aim to build technology that truly serves people.

SKILLS

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

EXPERIENCE

Sensory Hand — Interactive Panel for Neurodiverse Users

April 2025 — May 2025

University Project

- Designed an interactive sensory panel that responds to hand placement through embedded sensors and multi-zone LED feedback to support neurodiverse user engagement.
- Led the design and fabrication process, including creating project flow and UI mockups in Figma, and integrating hardware and software into a functional prototype.
- Utilized GitHub for version control; employed 3D printing, CNC milling, soldering, and digital fabrication techniques to build custom housing and integrate components.

Fortuna — Augmented Reality Tour of Simulation Building

April 2025 — May 2025

University Project

- Collaborated in a 5-person team to develop the foundation for an AR experience of the Simulation building at Full Sail University, designed for future teams to expand.
- Designed interactive UI elements using GIMP, and built portal navigation in Unreal Engine using Blueprint.
- Adapted to Meta platform downtime by prioritizing core features and refining assets, ensuring a functional AR demonstration within the 4-week timeline.

Stewart Platform — Small-Scale simulator base

September 2024 — October 2024

University Project

- Developed a six-degrees-of-freedom Stewart Platform to simulate realistic motion for training and entertainment applications.
- Assembled the Stewart Platform and set up servo motors, working closely with my professor for guidance throughout the build and programming process.
- Designed wiring layouts in Eagle for component connections; programmed motion control in Arduino IDE; used SolidWorks for platform modeling.
- Resolved SolidWorks measurement issues and laser cutting calibration errors through feedback, producing accurate components.

EDUCATION

B.S. Simulation & Visualization

November 2022 - July 2025

Full Sail University, Winter Park FL

- Proudly inducted into The National Society of Collegiate Scholars (NSCS) during my degree program, an honor recognizing my commitment to academic excellence.