INVENTATEQ
LEARN SKILLS • GET PLACED

MASTER VIRTUAL REALITY DEVELOPMENT
COURSE With Placement

Build In-Demand Professional Expertise with Real-Time Hands-on Virtual Reality Development Training

BEST RATED ON TOP PLATFORMS

Google Reviews ★★★★★ · Trustpilot ★★★★★ · Sulekha ★★★★★

COURSE BENEFITS

- ✓ 100% Practical & Real-Time Hands-on Labs
- ✓ End-to-End Capstone Implementation Projects
- ✓ Industry Recognized Certification Preparation
- ✓ 100% Dedicated Placement Support in MNC's & Mock Interviews

15+	500+	25K	15K
YEARS OF EXCELLENCE	HIRING PARTNERS	STUDENTS TRAINED	STUDENTS PLACED

Chat on WhatsApp
FREE Career Counselling
+91 85500 00909

YOUR FUTURE
STARTS HERE !

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ARE YOU FACING THESE CHALLENGES ?

- Still searching for your first job after graduation?
- Worried about the Gap? And don't know how to start your career?
- Stuck in a low-salary job? and seeking for better growth opportunities?
- Fear of switching to an IT career from a non-IT background
- Not getting interview calls despite applying to 100+ jobs?

TOO MUCH THEORY
NO PROJECTS
SKILL GAP
NO GUIDANCE

How Inventateq Helps You

Waiting Ends. Careers Begin.
Build job-ready skills. Start applying with confidence.

Turns Gaps into Comebacks
Close skill gaps. Rebuild your career

Break Free. Move Forward
Learn in-demand skills. Take your next career step.

Doubt Out. Confidence In.
Practice real skills. Walk into interviews prepared.

Turn Rejections into Chances
Turn every setback into skills employers value.

Be Smart Learn AI
Learn AI tools. Work smarter. Stay updated

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ABOUT INVENTATEQ

Inventateq is a leading IT training and placement company committed to transforming learners into Industry ready professionals

Our Mission
To deliver high-quality education, practical slots and career opportunities that empower individuals to achieve their dreams

Our Vision
To be a globally recognised training company known for innovation, quality and impactful learner outcomes.

Why Thousands Choose Inventateq?

15+	500+	25,000+	15,000+
Years of Excellence	Hiring Partners	Students Trained	Students Placed

We Collaborate With

Deloitte. · Capgemini · amazon · HCL · Tech Mahindra

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WHY LEARN VIRTUAL REALITY DEVELOPMENT ?

Enterprises worldwide are actively hiring certified Virtual Reality Development professionals to drive critical business operations, digital transformation, and modernization.

CAREER SCOPE OF VIRTUAL REALITY DEVELOPMENT

Exponential Industry Demand
Rapid enterprise adoption across global IT firms, MNCs, and technology centers

Premium Salary Compensation
Command competitive compensation packages with rapid growth milestones

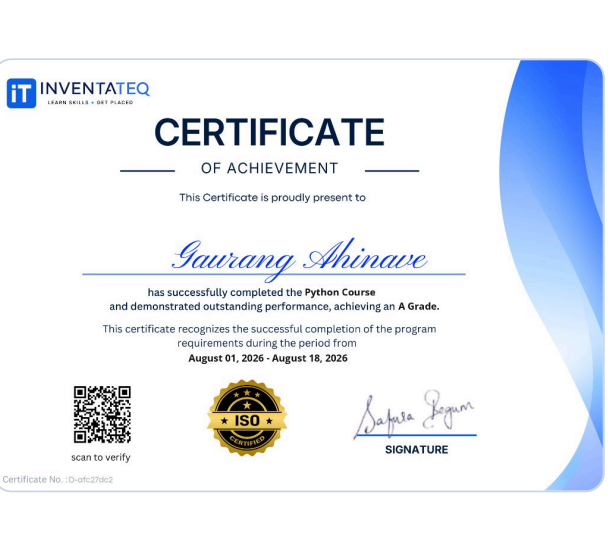
Cross-Industry Opportunities
Versatile skill set applicable across technology, consulting, finance, and core sectors

Future-Proof Career Growth
Long-term job security supported by ongoing digital modernization and tooling investment

Global Certification Pathways
Direct alignment with recognized industry certifications to validate your competence

Worldwide Job Prospects
Open doors to roles in major Indian tech hubs as well as international remote positions

INDUSTRY-RECOGNIZED CERTIFICATION



INVENTATEQ

CERTIFICATE
OF ACHIEVEMENT

This Certificate is proudly present to

Gaurang Ahinave

has successfully completed the Python Course and demonstrated outstanding performance, achieving an A Grade.

This certificate recognizes the successful completion of the program requirements during the period from
August 01, 2026 - August 18, 2026

scan to verify

ISO

SIGNATURE

QR Verified · Globally Valid · ISO 9001:2015

Continuous Software Industry Demand. Product & MNC Roles. Exceptional Growth.

Average VR Developer Salary in India

₹6.0 LPA – ₹18 LPA

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WHY INVENTATEQ ?

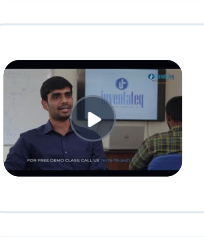
Because we have placed over 15,000+ students and we can place you as well

STUDENT PLACEMENTS

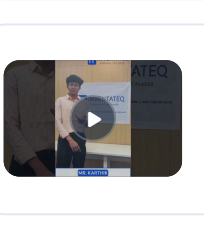
- ✓ 100% Placement Assurance Support
- ✓ 500+ Top Tech Hiring Partners
- ✓ Resume & LinkedIn Optimization
- ✓ Industry Mock Technical Interviews
- ✓ Unlimited Interview Calls Until Placed

COURSE & PLACEMENT VIDEOS

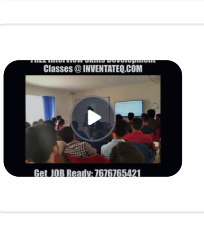
Student Genuine Feedback
Inventateq Reviews & Student Genuine Feed...
Inventateq Bangalore Reviews
Watch Video



Practical Training Success
Web Development Training in Bangalore, UI UX ...
Industry Tech Career
Watch Video



Placement Story
A degree can open doors. But the right skills...
Campus to MNC Offer
Watch Video



Interview Skills & Growth
Free Interview Skills Development Classes for...
Free Student Masterclass
Watch Video

> **At Inventateq, Your Success is Our Mission !**

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GUARANTEED PLACEMENT SUPPORT

We don't just teach, we prepare you for the real world!

- ✓ Aptitude Training
- ✓ Technical Training
- ✓ Mock Interviews
- ✓ HR Interview Preparation
- ✓ Resume Preparation
- ✓ Cover Letter Preparation
- ✓ LinkedIn Profile Optimisation
- ✓ Job Portal Access
- ✓ Placement Drives & Hiring Events

OUR RECRUITMENT PARTNERS

TATA · Infosys · wipro · Capgemini · Tech Mahindra · LARSEN & TOUBRO · HCL TECH · accenture

OUR PLACEMENT STATS

Our placement record reflects consistent growth, with students securing opportunities across leading companies in diverse industries.

15,000+	500+	95%	6 LPA
Students Placed	Companies Hired	Placement Ratio	Average Package

Check Most Recent Placements

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CAREER PROGRESSION

Job responsibilities, technical competency and portfolio evidence for each role.

ROLE PATHWAY	TYPICAL RESPONSIBILITIES	PORTFOLIO PROOF
VR Development Associate	Manage core VR Foundations tasks, configure tooling, and support delivery.	Practical VR Foundations setup files, exercise scripts, and documentation.
VR Development Specialist	Build practical 3D Space, workflows, implement features, and resolve issues.	Functional 3D Space, modules, workflow configs, and practical deliverables.
Senior VR Development Lead	Lead VR Development technical delivery, design solutions, and set standards.	Complete VR Development capstone artifacts, technical blueprints, and reports.

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SKILLS ROADMAP

Progress from core foundations to production-ready enterprise workflows.

MILESTONE	PRACTICAL OUTPUT	REVIEW EVIDENCE
Milestone 1 (Foundations)	Master fundamental VR Foundations concepts, environment setup, and tools.	Configured VR Foundations workspace and verified practice exercises.
Milestone 2 (Implementation)	Develop practical 3D Space, workflows and functional domain modules.	Working 3D Space, project modules and validated practice outputs.
Milestone 3 (Advanced Workflows)	Implement advanced Communication features, integrations, and optimizations.	Validated Communication configurations and technical review outputs.
Milestone 4 (Production Capstone)	Deliver an end-to-end VR Development capstone project and technical review.	Complete VR Development project portfolio artifact and defense.

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DETAILED MODULE PLAN

10 in-depth modules • 3 Months Duration • Hands-on practical training

1 Module 1: VR Foundations and

- Immersive Design Basics
- Understanding what virtual reality is and how it differs from AR and standard 3D applications
- Use cases across gaming, training, education, simulation, architecture, and product experience
- Role of immersion, presence, interaction, and spatial thinking in VR design
- Building conceptual clarity before engine-level development

GUIDED LAB
Complete a guided practical exercise on Immersive Design Basics and verify your results.

INTERVIEW & ASSESSMENT
Explain the core purpose of Immersive Design Basics and how you use it in real job roles.

2 Module 2: VR Platforms, Hardware, and Development Environment

- Understanding headsets, controllers, tracking systems, and runtime environments
- Setting up a VR-capable development workflow and project structure
- Recognizing hardware constraints that affect experience design
- Building awareness of cross-platform VR considerations

GUIDED LAB
Complete a guided practical exercise on headsets and verify your results.

INTERVIEW & ASSESSMENT
Explain the core purpose of headsets and how you use it in real job roles.

3 Module 3: 3D Space, Scene Setup, and Asset Integration

- Working with 3D scenes, environments, cameras, lighting, and imported assets
- Using models, textures, and materials in immersive environments
- Organizing virtual spaces to support user movement and experience quality
- Building clean scene structures before interaction logic

GUIDED LAB
Complete a guided practical exercise on Working with 3D scenes and verify your results.

INTERVIEW & ASSESSMENT
Explain the core purpose of Working with 3D scenes and how you use it in real job roles.

4 Module 4: Interaction Design and User Experience

- Designing object interaction, grabbing, selection, triggers, and feedback behaviors
- Understanding comfort, navigation, and motion considerations in VR
- Creating intuitive user experiences inside immersive environments
- Balancing realism, simplicity, and usability in VR interaction models

GUIDED LAB
Create a simple class model representing real-world items and test object creation.

INTERVIEW & ASSESSMENT
Explain what a class and an object are using a real-world example like a car.

5 Module 5: Scripting and Logic for VR Applications

- Using scripting logic to control interactions, states, events, and scene behavior
- Building game-like or simulation-style workflows inside VR environments
- Connecting user inputs with meaningful virtual responses
- Improving immersion through responsive interaction programming

GUIDED LAB
Build a simple decision script that checks user input and repeats actions automatically.

INTERVIEW & ASSESSMENT
Explain when to use loops versus if-else conditions in simple words.

6 Module 6: UI and Spatial

- Communication in VR
- Designing VR-friendly menus, prompts, and information displays
- Understanding spatial UI and avoiding flat-screen style design mistakes
- Presenting guidance and feedback without breaking immersion
- Building user clarity in interactive VR
- experiences

GUIDED LAB
Complete a guided practical exercise on Communication in VR and verify your results.

INTERVIEW & ASSESSMENT
Explain the core purpose of Communication in VR and how you use it in real job roles.

7 Module 7: Physics, Animation, and Environmental Behavior

- Applying movement, collisions, animation, and physics awareness in VR scenes
- Making virtual objects behave believably without harming performance
- Using animation and feedback to improve presence and realism
- Connecting environmental behavior to better user engagement

GUIDED LAB
Complete a guided practical exercise on Applying movement and verify your results.

INTERVIEW & ASSESSMENT
Explain the core purpose of Applying movement and how you use it in real job roles.

8 Module 8: Optimization and

- Performance Awareness
- Understanding frame rate, render cost, asset optimization, and VR comfort needs
- Improving performance for smoother
- immersive experiences
- Recognizing how poor optimization affects usability and motion comfort
- Applying practical efficiency strategies in VR projects

GUIDED LAB
Build a simple decision script that checks user input and repeats actions automatically.

INTERVIEW & ASSESSMENT
Explain when to use loops versus if-else conditions in simple words.

9 Module 9: VR Project Design and Industry Use Cases

- Building VR applications for training,
- simulation, gaming, education, or showcase scenarios
- Understanding what employers and clients expect from VR prototypes
- Interview-oriented explanation of VR
- workflows and development challenges
- Positioning VR skills in creative and technical career paths
- Career Opportunities

GUIDED LAB
Complete an end-to-end practical project bringing together everything you built in this course.

INTERVIEW & ASSESSMENT
Present your completed project and explain your key design decisions with confidence.

10 Module 10: Real Project Workflow

- Building a complete VR scene with
- interaction, navigation, and user experience logic
- Applying assets, scripting, interaction, and optimization together
- Preparing a demonstrable immersive project for portfolio or interview use
- Project output aligned with VR-development and immersive-experience roles
- VR Developer Trainee
- Immersive Experience Developer
- 3D Interaction Designer

GUIDED LAB
Complete an end-to-end practical project bringing together everything you built in this course.

INTERVIEW & ASSESSMENT
Present your completed project and explain your key design decisions with confidence.

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THREE PORTFOLIO PROJECTS

Practical industry scenarios, tools applied, and demonstrable project outcomes.

Project 1: VR Developer Trainee

What it is: Set up the core VR environment and configure essential business settings.
What you do: Initialize base configurations, create clean templates, and verify workflow controls.
Tools used: VR Development, Immersive Design
Project outcome: Working project foundation configured and tested according to best practices.

Project 2: Immersive Experience Developer

What it is: Build practical 3D Space Scene modules to handle everyday business operations.
What you do: Create core functional components, validate input data, and prevent common errors.
Tools used: VR Development, 3D Space Scene, 3D scenes environments
Project outcome: Functional business module ready to run and demo with zero manual errors.

Project 3: 3D Interaction Designer

What it is: Connect Scripting Logic VR with scripting logic control to automate data and team workflows.
What you do: Set up automated pipelines, link required services, and run end-to-end tests.
Tools used: VR Development, Scripting Logic VR, scripting logic control
Project outcome: Live automated workflow pipeline documented with clear usage guides.

Project 4: Physics Animation Environ System

What it is: Optimize Physics Animation Environmental workflows for security, speed, and reliability.
What you do: Audit performance bottlenecks, apply security rules, and optimize execution speed.
Tools used: VR Development, Physics Animation Environmental
Project outcome: Production-grade technical deliverable ready to add to your personal portfolio.

Project 5: VR Development End-to-End Capstone

What it is: Build a complete, production-ready VR Development project bringing all skills together.
What you do: Design, code, test, and document a full project workflow from scratch to launch.
Tools used: VR Development, VR Project Design, Building VR applications
Project outcome: Verified capstone project ready to showcase on your resume and interview calls.

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ASSESSMENT FRAMEWORK

Module tests, practical evaluations, capstone and completion criteria.

COMPONENT	ASSESSMENT FOCUS	PASS EVIDENCE
Module Knowledge Quizzes	Core VR Foundations principles, industry terminology, and workflow concepts	Consistent passing score across syllabus unit evaluation tests
Lab Submissions & Practice Reviews	Hands-on 3D Space implementation, configuration, and practical exercises	Working lab deliverables satisfying practical evaluation rubrics
Hands-On Mini Projects	Independent problem-solving using intermediate Communication techniques	Functional project artifacts addressing realistic domain scenarios
Final Production Capstone	End-to-end VR Development implementation, quality review, and delivery	Complete capstone submission with technical walkthrough review
Technical Mock Viva	Technical reasoning, troubleshooting approaches, and communication	Successfully defending project decisions in structured mock panels

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RESUME, GITHUB & LINKEDIN

Evidence-based resume writing and professional project presentation.

- Modular GitHub repository per project with setup steps, dependencies, and clean commits.
- Detailed VR Foundations diagrams, component specifications, and end-to-end workflows.
- Visual project sheets, live demonstration walkthroughs, and verified functional outputs.
- Project documentation covering 3D Space setup, configuration steps, and test notes.
- Direct resume bullet points highlighting hands-on VR Development tools and technical outcomes.
- Structured practice for technical interview pitches, walkthroughs, and viva defense.

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OUR STUDENT

Meet the learners who turned their goals into successful careers through dedication, skill, and continuous growth.

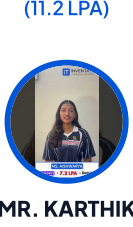
READ REVIEWS

MS. SNEHA
Placed at Wipro (9.5 LPA)

"The practical lab sessions gave me the confidence to transition into enterprise roles. Working on real-world datasets helped me clear technical interviews effortlessly!"
Course Completed : **Virtual Reality Development Specialist** G ★★★★★

MR. HARSHIT
Placed at Accenture (11.2 LPA)

"Inventateq's focus on industry capstone projects and mock interviews was game-changing. The mentors guided me through every real-world implementation hurdle."
Course Completed : **Virtual Reality Development Specialist** G ★★★★★

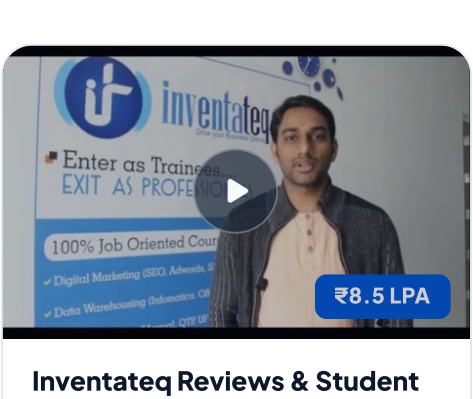


MR. KARTHIK
Placed at Capgemini (10.5 LPA)

"Moving from beginner theory to hands-on enterprise tools was seamless. The portfolio defense preparation helped me crack my MNC placement round!"
Course Completed : **Virtual Reality Development Specialist** G ★★★★★

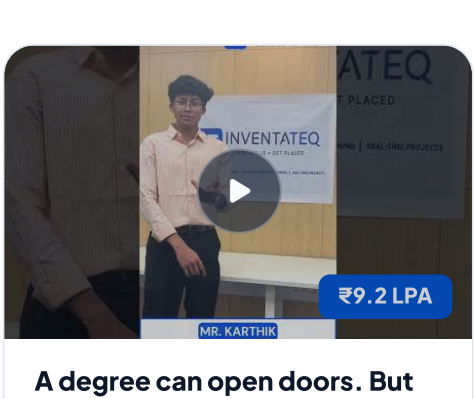
WATCH VIDEOS

Watch real stories from our students as they talk about their journey, growth, and placement success.



Inventateq Reviews & Student Genuine Feedback Bangalore
Course Video 1 • Student Feedback
Watch Story

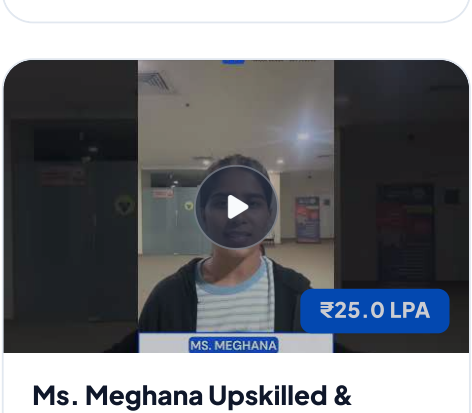
Web Development Training in Bangalore, UI UX Design Courses with Job Support
Course Video 2 • Student Feedback
Watch Story



A degree can open doors. But the right skills can take you further | Inventateq Placement Story
Course Video 3 • Student Feedback
Watch Story

Classes @ INVENTATEQ.COM
₹6.8 LPA

Free Interview Skills Development Classes for Freshers & College Students
Course Video 4 • Student Feedback
Watch Story



Ms. Meghana Upskilled & Placed at 25 LPA
Top Offer • Enterprise Consultant
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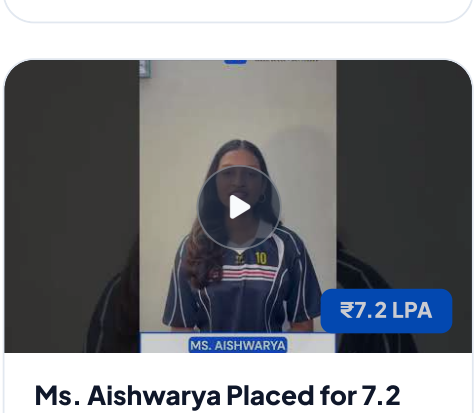

Ms. Aishwarya Placed for 7.2 LPA Package
Verified Offer • Software Dev
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CONTACT US

JOB HUNTING ENDS HERE

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Call Now · WhatsApp