

EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Tech. (AR-VR)	Indian Institute of Technology, Jodhpur	9.02	2023-2025
B.E. (COE)	Thapar Institute of Engineering & Technology, Patiala	9.38	2018-2022
Senior Secondary	CBSE	90.2%	2018
Secondary	CBSE	9.8	2016

AWARDS

- **Silver Medal**

IIT Jodhpur

– Awarded Silver Medal for best academic performance in M.Tech AR-VR
- Jun. 2025

EXPERIENCE

- **Teaching Assistant**

School of Design, IIT Jodhpur

– Mentored students in Interaction Design Course and helped them with Unity Game Engine, supervised by Dr. Shimmila Bhowmick
- Feb. 2025 - Mar. 2025
- **Teaching Assistant**

Office of Academics, IIT Jodhpur

– Mentored students in Engineering Design Course and helped them brainstorm innovative projects supervised by Dr. Arun Kumar R
- Jul. 2024 - Dec. 2024
- **Teaching Assistant**

Department of CSE, IIT Jodhpur

– Mentored students in C Programming Course through doubt sessions supervised by Dr. Mayank Vatsa
- Jan. 2024 - May. 2024

PUBLICATIONS

- **Fraud Alert: Lessons Learned on AR-Based ATM Training in Rural India**

Springer CCIS Proceedings

– Developed an AR-Based ATM Training App that significantly increased confidence in >10 rural seniors
- Jun. 2025
- **Spatial Audio Training for Visually Impaired Users Navigation in VR: An Analytical Approach**

Springer CCIS Proceedings

– Explored Spatial Audio rendering capabilities of VR headsets for assisting the partially visually impaired users for indoor navigation with over 98% volume based accuracy in sound localization
- Feb. 2025

PROJECTS

- **Traditional Indian Games in Mixed Reality**

Functional Mixed Reality game for preserving Indian culture

– Created mixed reality variants of 4 traditional Indian games and performed usability evaluation
- Aug. 2024 - Jan. 2025
- **ESPARQ: Precise Selection Technique for dense VEs**

Enhanced Spatially Preserved Accurate Refinements for Quick Selection

– Works with small, distant, and interconnected targets

– Introduced palm-based sphere casting and rotationally independent on-body menus.
- Jan. 2025 - Mar. 2025

TECHNICAL & NON TECHNICAL SKILLS

- **Development Fraamework:** Augmented Reality (AR Foundation, Vuforia), Google XR Plugin, Meta-OpenXR, XR Interaction Toolkit, Unity Game Engine
- **Programming Language:** C# for Unity Game Engine, Basic C and Python
- **Design Skills and Software:** XR Design, Blender, Da-Vinci-Resolve Video Editor
- **Other Skills:** Teaching & Mentorship

KEY COURSES TAKEN

- Content Creation for AR VR • Mobile AR-VR • Interaction and Experience Design for AR-VR • Game Design and Development • 3D Modelling and Animation • Digital Storytelling • Introduction to Data Science • Spatial Audio

POSITIONS OF RESPONSIBILITY

- **AR-VR Domain Mentor:** Thapar Institute Alumni Mentorship Network

May 2024 - Aug. 2024
- **Student Representative:** Thapar Institute of Engineering & Technology, Patiala

2020