

# SOUPARNA ROY

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## INTRODUCTION

A XR Designer proficient in design thinking, user research, and programming. Expertise in developing seamless digital experiences using XR technologies and design principles.

## EDUCATION

<b>Indian Institute of Technology, Jodhpur, India</b> Master of Design in XR Design (Extended Reality)	Jul 2023 - June 2025 CGPA: 8.93/10.0
<b>Techno India Saltlake, India (affiliated to MAKAUT)</b> Bachelor of Technology in Information Technology	Jul 2016 - June 2020 CGPA: 8.58/10.0

## EXPERIENCE

<b>TCS Interactive</b> XR Designer, Internship	May 2024 - June 2024 Remote, India
<ul style="list-style-type: none"><li>Developed a gamified Virtual Reality (VR) Experience focused on ERP (Exposure and Response Prevention Therapy) for people with Contamination Type OCD (Obsessive-Compulsive Disorder).</li><li>Created UX and UI design of the application, reduced on-boarding time and increased user retention through intuitive interface enhancements and user-centric design principles.</li></ul>	
<b>Oracle Cerner</b> Software Engineer 1, Full-Time	Aug 2020 - Aug 2023 Kolkata, India
<ul style="list-style-type: none"><li>Created Hospital Extract Reports for different clients for In-Patient and Out-Patient using PL/SQL for Hospitals in NY and Kansas, reducing report generation time by 30%.</li><li>Revamped Internal products like Time Reporting and Knowledge Repository Tools using HTML and CSS.</li><li>Created and Managed Code Specifications for different clients in NY and Kansas.</li></ul>	
<b>Cerner Corporation</b> Software Intern, Internship	Jan 2020 - June 2020 Bangalore, India
<ul style="list-style-type: none"><li>Shadowed senior developers on key projects, learned industry-standard coding practices.</li><li>Gained Knowledge Transfer for handling day-to-day events and scheduling events.</li><li>Developed Knowledge of assigned technologies, processes and systems.</li></ul>	

## DESIGN PROJECTS

<b>Vikranth: A Mixed-Reality Game</b> Prof. Pranjal Pratim Borah, IIT Jodhpur	Jan 2024 - May 2024 Vikranth MR
<ul style="list-style-type: none"><li>Role: Lead Designer and Developer</li><li>Developed an immersive first-person shooter (FPS) game in a mixed reality environment using Unity's XR Interaction Toolkit and AR Core Foundation.</li></ul>	
<b>Lumos VR: A Virtual Reality Experience</b> Prof. Pranjal Pratim Borah, IIT Jodhpur	Jan 2024 - May 2024 Lumos VR
<ul style="list-style-type: none"><li>Role: VR Experience Designer</li><li>Crafted an immersive VR journey designed for children, recreating the enchanting experience of catching fireflies at night using Unity Game Engine and Blender for creating 3D models.</li><li>Implemented interactive elements that enhanced user engagement and learning outcomes.</li></ul>	
<b>Design Thinking Project - The Kavach Project</b> Prof. Jhumkee Iyengar, IIT Jodhpur	Jul 2023 - Nov 2023 Kavach: A Privacy Focused App
<ul style="list-style-type: none"><li>Role: UX Researcher and Designer</li><li>Created and Devised an effective, ethical, humane, and secure system for inheriting digital assets and aimed to educate the public on its importance.</li></ul>	

## CERTIFICATIONS

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### **Intro to AR/VR/MR/XR: Technologies, Applications and Issues**

Jul 2023 - Sept 2023

University of Michigan, Coursera

- Demonstrated understanding of the conceptual and technological differences between Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), and Extended Reality (XR).
- Leveraged development tools and SDKs like XR Interaction Toolkit, Vuforia, and Blender to craft immersive experiences.

### **Google UX Design Professional Certificate — Online**

Jan 2020 - Apr 2020

Made by Google, Coursera

- Completed rigorous training designed for entry-level job readiness.
- Topics included UX research fundamentals, inclusive design, wire-frames and high-fidelity. prototypes.

## ACHIEVEMENTS

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- Won Third Prize in INAE (Indian National Academy of Engineering) Pre-Conclave for 'Town Planning' conducted at IIT Kharagpur, **June 2018**.
- Reached Finals of National Level Mega Debate conducted by Bengal National Chamber of Commerce and Industry (BNCCI), **October 2019**.
- Completed training in Fine Arts (Up to 4th year) from Sarbabharatiya Sangeet-o-Sanskriti Parishad, **2015-2019**.

## DESIGN AND TECHNICAL SKILLS

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**Programming:** C++, C#, JavaScript.

**Design:** UX Design, XR Prototyping, Visual Design.

**Other:** MySQL, Git, Heroku, Vercel, Netlify.

**Soft Skills:** Problem-Solving, Teamwork, Effective Communication.

**Web Technologies:** HTML, CSS.

**Tools:** Figma, Bezi, Shapes XR, Unity, Godot.

## RELEVANT COURSEWORK

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**Semester One :** Design Thinking, Prototyping, Problem Framing, Human-Centered Design, Prototype Testing, Double Diamond Process, Systems Thinking.

**Semester Two :** Form Generation, 3D Modelling, Material Handling, Environment and Space Design\*.

**Semester Three\*:** Immersive Design, Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), Gesture-Based Interaction, User Experience for XR, Locomotion in VR, Spatial Computing, VR Storytelling, User-Centered Design, Accessibility in XR\*, XR Prototyping.

Courses marked with \* are ongoing in the current semester.

## POSITIONS OF RESPONSIBILITY

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**Website Developer/Designer, School of Design, IIT Jodhpur:**

June 2023-July 2024

Designed the website for School of Design, IIT Jodhpur, improved user experience.

**Design Head, TedxIIT Jodhpur:**

Oct 2023 - May 2024

Designed Graphics, Posters and Brochures.

**Design Team Member, Intellia@IIT Jodhpur:**

Sept 2023 - Nov 2023

Designed Event Posters, contributed to successful promotion of major events.

## RELEVANT LINKS

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**Room-Folio Link:**

Souparna Roy | RoomFolio

**GitHub Link:**

knorrsoupy | GitHub

**Digital Artwork Link:**

knorrsoupy | Instagram

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