

AMRUT MUJUMDAR

EDUCATION

PhD – Human Centered Design (HCD)

2024 – Present

Indraprastha Institute of Information Technology, Delhi

Focus: Extended Reality (XR – AR/VR/MR), Haptics, Digital Twin

Advisor: Dr. Kalpana Shankhwar

Bachelor of Technology (B. Tech) – Electronics and Communication Engineering

2019 – 2023

Jabalpur Engineering College, Jabalpur

CGPA: 8.22

High School – CBSE

2018 – 2019

Chhatrapati Shivaji Maharaj Public School, Indore

PCM: 85.4%

SKILLS

Languages : C#, Python, C++

Technical Skills : Unity Engine, Meta Presence Platform, OpenXR, Vuforia, Firebase, Photon Engine, Netcode, MySQL, OpenGL, WebGL

Tools/Frameworks : .NET, Photoshop, Blender, Figma, Azure, Quest 2/3, Git, HoloLens 2

EXPERIENCE

WOLTERS KULWERS

Mar 2023 – Present

Consultant – Virtual Reality (VR)

Pune, Maharashtra, India

- Involved in the design, and development of **Metaverse** (3D Immersive world) from scratch, focusing on VR experience for On-boarding process journey make smoother.
- Technology Used:** Unity, Photon Engine, Firebase, C# & Quest 3.

JIO TESSERACT

2021 – 2023

Developer Partner

Remote

- Led the design and development of a 3D game application [BALL REALM: Mixed Reality based Hypercasual Game] using **Unity Engine** & its built-in tools and plugins and **C#** for Jio Glass. Got hands-in experience while working on **JMR SDK**.
- Utilized **Firebase** for backend services and database management.

PROJECTS

Digital Twin VR [\(Video\)](#) [\(Itch.io\)](#)

2024

- Created a social interaction multiplayer virtual reality experience.
- Used **Unity XR Interaction Toolkit**, ensuring compatibility across headsets. **Photon Engine** to synchronize movements, real-time interactions and communication channel i.e., voice chat. Personalized avatar selection is also included.

Nightmare Reborn VR| QUEST 3 [\(Video\)](#) [\(Itch.io\)](#) [\(WebGL\)](#)

2023–2024

- Created this game for **PLAYSTORE** [Google Cardboard], **WebGL** and **META QUEST 3**.
- In this game, you're the survivor. You have only a few things to help you, and you're up against lots of zombies. You'll need to pick your weapons smartly and think about your moves as you explore this spooky place.

AR Try On Watch [\(Video I\)](#) [\(Video II\)](#)

2022

- Developed an AR-based Try-on Watch concept using **Unity** and **Vuforia SDK**, and programming in **C#**.
- The era of flat-screen view e-commerce is over. Today, users want to have a better customer experience and want to be sure that they buy the right products.

Augmented Reality Business Card [\(Video\)](#) [\(GitHub\)](#)

2021

- Developed an AR-based business card app using Unity's animator and Vuforia SDK, and programming in C#.
- Enabled users to view AR content by pointing their phone camera at a physical business card using the app.
- Technology Used:** Unity Engine, C#, Vuforia.