



RAJAT KUMAR

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WORK EXPERIENCE

- **Product Designer | Rizzle** Feb '21 – ongoing
Short video Application
Conducting trend analysis research, prototyping new **AR camera effects**, setting framework, new user flows, and experiences based on product requirements.
- **UX Designer | Samsung** June '20 – Dec '20
Virtual Collaboration - Graduation Project
Worked in media & AI UX team. Researched challenges and opportunities in **virtual collaboration** and how Samsung can intervene through its innovation.
- **UX Designer | Createxion** April '19 – May'20
Draw-it | AR application
Worked on reducing the complexity of CX's "DrawIt AR" application. Helped in creating collaborative experiences for **shared augmented** space where more than one user can connect and create a collaborative artwork.
- **Summer Intern | IIT Hyderabad** May '19 – June '19
Faculty: Assistant Prof. Shiva Ji, Department of Design, IITH
Worked under DST sponsored project titled "Creating Digital Heritage of Representative Architectural Marvels from North-East India". Created workflow for "**Photogrammetry**" and created an **AR/VR** Experience of a 200 year's old Maratha temple.

PROJECTS

- **Tangible User Interface, Haptic Feedback Safety System for Cyclist** Feb '16 – Apr'16
Supervisor : Prof Keyur Sorathia, Department of Design, IITG
Worked with a team of 4 members. Our project is to give more safety extension to the bicycle commuters while listening to music. We introduced a new kind of haptic feedback system for the safety of the user.
- **BTP- To Create Serious Educational Game, Game Design and Development** Jul '16 – Apr'17
Supervisor : Prof. Charu Monga, Department of Design, IITG
This project aims to improve visual communication and user experience in AAA game category by developing a Serious Game which can enhance the learning environment.

EDUCATION

- **Exchange Student | OCAD U, Canada**
2019 Fall Semester
- **Master in Design | NID Bangalore**
2018-2020
- **Bachelor in Design | IIT Guwahati**
2013-2017

SKILLS

Design Skills

Brainstorming, Design thinking, Design research, Wire framing, Information Architecture, Usability Evaluation, Scenario Building, Low and high fidelity prototyping.

Softwares

Sketch, Adobe suite, Figma, Balsamic Mockups, Flinto, Principle, invision.

Advance Softwares

Unreal Engine 4, Unity*, Cinema 4d, Blender, Maya, Substance Painter, Reality Capture Autodesk Alias*, Solid works*, Key shot, Z-brush

ACHIEVEMENTS

- **EPIC MegaGrants Recipient 2021**
- Short paper accepted in ICECDS Conference
- Among top 300 Alexa skill Challenge 2020
- Action on Google (AOG) recipient 2019
- **Winner** : UE4 Summer Game Jam 2018
- **Winner** : Game Design championship Kriti 2016
- **Winner** : Game Design championship Kriti 2015.

PROFILE

Field of interest are: AR/VR, UX/UI, Game Design, Design Methods involved in social changes. Experience of Developing 4 published AR/VR Applications with 9 published game in portfolio and experience of Designing 20+ games and counting.