



Rajat Kumar

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PROFILE

Creating helpfulness for people using a mix of creativity and technology in the field of Design.

Field of interest are: AR/VR, UX/UI, Game Design, 3D modeling-animation, 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.

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 2, 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.

WORK EXPERIENCE

● Virtual collaboration | Samsung

1 June '20 – 1 Dec '20

UX Designer

During my Graduation Project, worked in media & AI UX team. I researched on challenges and opportunities in **virtual collaboration** and how Samsung can intervene through its innovation.

● Draw-it | AR application

1 April '19 – Ongoing

UX Designer

As a UX designer, i worked on the complexity of the application. **Shared Augmentation**, where more than one user connected to each other and create a collective artwork. My job was to research & explore new creation tools to enhance the experience of the application.

● Summer Intern | IIT Hyderabad

15 May '19 – 21 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 a **AR/VR Experience** of 200 year's old Maratha temple.

● Game Design and Development intern | Microsoft Research | ARLab

April '16 – Aug'16

Mentor: Prof. Charu Monga, Department of Design, IITG

Worked as Lead Game UX/UI Designer, lead a team of 4 designers to create a Serious Game in the area of "**Gamification of Physics**". It's a cross platform game supported on various consoles like PC, Xbox One, HTC Vive

PROJECTS

● Tangible User Interface, Haptic Feedback Safety System for Cyclist

Feb '16 – Apr'16

Supervisor : Prof Keyur Sorathia, Department of Design, IITG

Worked with team of 4 member. Our project is give more safety extension to the bicycle commuters while listening music. we introduced 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 learning environment.

EDUCATION

● Exchange Student | OCAD University, Canada

2019 Fall Semester

● Master in Design | NID Bangalore

2018-2020

● Bachelor in Design | IIT Guwahati

2013-2017