## CONTACT

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+1 412 - 909 - 6061

in Find me on LinkedIn here

Personal website

## SKILLS SUMMARY

Team Leadership

Software Development

Project Management

Technology Integration

## SOFTWARES

Unity 3D

Unreal Engine

**Blender** 

Dr. Photochou

**=** 

HONORS

MIT XR REALITY HACK

January 2020

1 out of 400 globally invited individuals to compete at MIT XR Reality Hack at Massachusetts Institute of Technology, Boston

# **VARUN GIRDHAR**

# XR DEVELOPER

## EDUCATION

Carnegie Mellon University | August 2022 - May 2024 Master of Entertainment Technology

Mumbai University | May 2015 - June 2019

Bachelor of Engineering - Computer Engineering

## WORK EXPERIENCE

# Liminal Tech Pvt Ltd

Technical Lead | June 2019 - July 2022

Product Development

- Responsible for leading the research and development of numerous AR, and VR products including "ExploAR" - An AR sales and product visualization platform.
- Assembled and managed a team of 5 programmers and 1
  Designer. Delegated tasks for the team based on deadlines.
  Tracked the overall progress of the product.

Virtual Production

- Co-Led the Unreal Engine blueprint development of India's first Virtual Production Pop-Up lab.
- Coordinated information across stakeholders, tech, and nontech departments.

## **Humotions**

Co Founder | Dec 2019 - May 2021

- Assembled a team of 7 passionate people to prototype an AI bot that could assist movie script writers during their writing process.
   As a team manager, co-led the team formation process, Tested multiple iterations of our AI model trained using our own Indian movie scripts dataset, and provided insights for improvement.
- Co-producing a short film DULO with the objective to spread the message of World Peace through the medium of children. It is expected to be screened at International Film Festivals like TIFF, Sundance, and Raindance, and would be released on an OTT platform thereafter.

## **PROJECTS**

# Building Virtual Worlds (Carnegie Mellon University - ETC)

Programmer, Producer | August 2022 - Present

- Rapid prototyping-based course requiring each student to contribute to 5 immersive experiences, each 1 or 2 weeks long.
- Collaborated with Game Designers, Sound Designers, and Producers to develop the experiences.
- Organized numerous playtest for measuring and improving player experience.

# Visual Story(Carnegie Mellon University - ETC)

Director, Narrative writer | August 2022 - Present

• Directed, and wrote narrative for 2 videos where the goal was to convey the story without any dialogues or visual written cues.