ABOUT ME

Having knowledge and skills in Design, Coding and Electronics domain expanded my vision to think outside the box, put different hats on, adapt and improve multiple areas at once when required.

Furthermore, I strongly believe that technology should be developed around the needs and expectations of the users and not just for the sake of it. This design thinking could eventually lead us to a more sustainable world for the future generations.

EDUCATION

University of Twente

Masters of Science

Interaction Technology

Enschede, The Netherlands
Sep 2018 - Aug 2021

Guru Gobind Singh Indraprastha University

Bachelors of Technology

Electronics & Communication Engineering

New Delhi, India
Aug 2013 - May 2017

SKILLS

C# Unity3D GIT
AR/VR/XR Development
C++ Unreal Engine Python
Blender Web Development
HTML CSS Javascript
Human Centered Designing
UI/UX Designing Figma
Illustrator Machine Learning
Brain Computer Interface
Rapid Prototyping
Image Processing

HOBBIES

Cycling   Gaming   Cooking
Music   Travelling   Bouldering

LANGUAGES

English   Punjabi   Hindi

GURSEHAJ SINGH ARORA
Interaction Technologist

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WORK EXPERIENCE

Bigthinx Pvt. Ltd (Unity Developer)

Development and deployment of Virtual Showrooms, Try-Ons and Avatar Creation applications in Unity for WebGL (OpenGL 2.0). Reduced build sizes and load times by 70%-80% using Addressables, reducing deployment time to few minutes of asset bundles using AWS Sync without any downtime. Addition of cloth physic movement into metaverse WebGL builds.

Bengaluru, India
Nov 2021 - Present

Hemskerk Innovative Technology (Intern) 🔗

Designed, developed and tested Human-Robot Interaction Modules (gazing, addressing, approaching and speech recognition) for Robot Tiago from PAL Robotics deployed in a healthcare facility providing care to elderly.

Delft, The Netherlands
Sep 2019 - Jan 2020

Freelancing

Fabrication of custom art instalations, products and prototypes (Hardware and Software) matching the requirements of clients (Individuals and Companies) by understanding their goals and ideas followed by cyclic iterations of designing and development.

New Delhi, India
Aug 2017 - Aug 2018

Maker's Asylum (Resident Maker)

Created interactive designs with Art, Maths and technology to attract more makers and start a DIY movement in New Delhi, India.

New Delhi, India
Jun 2015 - Jul 2016

PROJECTS

Augmented Reality - Addressing Time and Space Gap Issue 🔗

Enschede, The Netherlands
Mar 2020 - Aug 2021

· Interviewed expats to find issues faced while remote dining with loved ones.

· Explored technologies to solve the issue with users via Co-Design sessions.

· Prototyped and an application providing shared elements and 3D representation of opposite diner in augmented reality.

· Compared the application with video call remote dining with users.

Virtual Reality - Reducing Construction Cost

Enschede, The Netherlands
Apr 2019 - Jun 2019

· An interactive VR Construction Site to map electrical wires.

· The system provided information about length used and it's total cost based on selected manufacturer of electrical wire.

Designing Interactive Experience - Tomb Raider 🔗

Enschede, The Netherlands
Apr 2019 - Jun 2019

· Interactive museum-like experience at a cemetery, to attract more crowd and impart knowledge about the graves.

· Using lantern to shed light literally and metaphorically on the history of the graves using artefacts and storytelling through sound.

Human Centered Design - Redesigning Tinder 🔗

Enschede, The Netherlands
Sep 2019 - Dec 2019

· Used Emotion Show Cards to understand issues faced by Tinder users.

· Establishing delimma between Authenticity and Privacy.

· Prepared toryboards depicting user scenarios.

· Redesigned Tinder application followed by user testing.

ACHIEVEMENTS

· Board Member of Buddy Programme at University of Twente

· Participated in MHacks IX at University of Michigan

· Awared for representing Technical Scociety at GGSIPU

· Secured 2nd position at HackDTU Hackathon

· Organised TEDx event at GGSIPU

· Secured 1st position at Inter-College Basketball Tournament

· Secured 3rd Position at Clash Hacks 3.0 Hackathon