Ankit Kumar

Phone: +91-9958295598 E-mail: akamaestro@outlook.com Bengaluru, KA, India

I'm a designer-technologist working across systems, mechanics, and human behavior to create meaningful interactive experiences. My work spans robotics, AI, immersive media, and UX research, enabling me to move fluidly between conceptual exploration and technical execution. From founding an indie studio to building systems, my practice is grounded in experimentation, rigor, and interdisciplinary thinking.

I thrive where creativity meets engineering-designing interfaces, architecting ML-driven systems, or leading cross-functional teams. I bring a rare blend of creative vision, engineering depth, and strategic thinking, making me a high-value contributor to environments that demand curiosity, innovation, and craft-from research labs to game studios to early-stage startups.

EDUCATION:

NITTE Meenakshi Institute of Technology, Bangalore 2020

- B.E. (Information Science & Eng.) CGPA: 8.52/10.0
- Relevant Coursework: Machine Learning, Computer vision, Robotic Systems & Design.

PROFESSIONAL EXPERIENCE

Amnesea, India

Co-Founder, CEO Dec 2023 – Present

Leading the creative and strategic direction of an indie game studio with a focus on experiential design and interactive storytelling.

- Designed and released multiple prototypes including TimeBound, reaching 5,000+ players
- Secured publishing partnerships with Microsoft Xbox and Sony PlayStation
- Selected among the Top 16 Asian studios (4 from India) for Microsoft Xbox Game Camp Asia
- Showcased work at the India Game Developers Conference (IGDC) - the largest game-development conference in Asia

Microsoft Xbox Studios (Remote – USA)

Apprenticeship, Xbox Game Camp Mar 2024 – May 2024

Intensive design-lead apprenticeship in game ideation, experience design, production frameworks, and pitching.

- Led across UXR, operations, and financial planning for game-development, mentored by Xbox Studios experts
- Designed and pitched multiple concepts, receiving full sponsorship for booths across India GDC
- Collaborated with gaming organisations across five countries as part of program.

Brillio LLC, India

Data Engineer → Senior Data Engineer Sept 2020 – Feb 2023

- Collaborated with stakeholder Ruffalo Noel Levitz to redesign legacy system migration pipelines on Azure, reducing overall processing time by 400%
- Developed automated ETL/data pipelines, cutting file traversal time from 24+ hours to 5–6 hours and improving efficiency across analytics workflows. Supported ML-driven decision-making by integrating scalable data solutions

NMIT Bengaluru, India

Research Intern, Centre for Robotics Research Apr 2019 – Aug 2020

- Conducted research in computer vision, digital image/video processing, deep learning, and robotics
- Developed algorithms for video summarisation, shot detection, and robot navigation in low-visibility environments
- Built custom robotic mechanisms for academic and lab projects as part of ongoing research initiatives

POSITIONS OF RESPONSIBILITIES

President, Brillio Toastmasters Club (Toastmasters International) Aug 2022 – Mar 2023

- Led and established Brillio's first Toastmasters chapter, managing 20+ members, sessions, reporting, and cross-team participation to strengthen organizational communication and leadership.

Volunteer, Brillio Bringing Smiles Oct 2021 – Nov 2022

- Trained 50 under-skilled NGO workers in Microsoft Office tools improving their digital confidence.

Head, Studio371 - Club of Arts & Cultural Core Committee, NMIT Jun 2018 – Mar 2020

- Directed 300-400 students across arts, culture, design, and décor; scaled participation by 150% and led coordination, budgeting, and operations for Anaadyanta, a 40,000+ attendee national fest with a ₹4 Cr budget.

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SKILLS:

- Languages: English (Fluent), Hindi (Native),Sanskrit (Basic)
- Programming languages: C, C++, LaTeX, Python, Solidity, T-SQL
- Domains and Technologies: Business Intelligence & Analytics, Deep Learning, Robotics (Computer Vision, Digital Image & Video Processing), User Experience Research
- Tools and IDEs: Adobe Creative Cloud, Anaconda, Git, Google Colab, Google Workspace (Docs, Drive, Meet, Sheets), JIRA, Microsoft Azure, MS Office, Spyder, Unity, Visual Studio (Community & Code)
- ML and computer vision libraries: DNN/CNN architectures, Keras, NumPy, Octave, OpenCV, pandas, PyAudioAnalysis, SciPy, Scikit-Learn, TensorFlow

CERTIFICATIONS:

- Xbox Studios Game Camp Asia - Microsoft Xbox 2024
- Certified SAFe® 5 Agile Practitioner - Scaled Agile, Inc. 2022
- Deep Learning Specialization – Coursera 2021
- ROBOTC Engineering - TETRIX & LEGO® MINDSTORMS® 2019

HONOURS AND AWARDS:

- Winner in the Neuranode-Avalanche Game Jam 2025
- Xbox Game Camp Asia 2024
- Brillio LLC: Special Awards, Group Excellence Award, Bringing Smiles star volunteer 2022
- TEQIP: Innovation Ideas & Research Grant: COVID-19 screening and detection proposal 2020
- E-Yantra: National Level Robotics Competition (EYRC'18)- 4th place finalist out of 7173 teams. 2019

PUBLICATIONS & PRESENTATIONS:

Diabetic Retinopathy detection and grading using Neural Networks 2020

- First Author, Volume 8. No. 7, July 2020. Title: "Screening of Diabetic Retinopathy and its stages using Deep Neural Networks on Retinal optical Images". Publisher: International Journal of Emerging Trends in Engineering Research (IJETER). https://doi.org/10.30534/ijeter/2020/155872020.
- Co-authored, Volume 3, Issue 6-03. Publisher: Journal of Diabetes Medication & Care. 5th international conference on Diabetes and Endocrinology. Journal article link

PROJECTS AND VENTURES:

COVID-19 screening and detection system 2020

- Envisioned and developed a COVID-19 detection system using patient Chest CT-Scans. Deep Neural Networks and image textural enhancements → conducted statistical analysis on the outcomes.

Diabetic Retinopathy Detection & Grading System 2020

- Gathered and Processed Patient's Retinal Images using Deep CNN to assess disease severity. Examined and achieved an accuracy of 73% for grading severity and an accuracy of 97.46% for detecting its presence.

Biped Patrol-Two Wheeled Self Balancing Robot 2020

- Created a robot that balanced itself and managed boxes with an electromagnet in uneven terrains.
- Operated the robot using a wireless Joystick Remote.
- Calculated and modelled the system using the Euler-LaGrange-Ian technique.
- Simulated on Octave using pole placement and LQR controller and Designed Chassis that were Fabricated and assessed.

Mocking Bot (A Robot Mimics Birds) 2019

- Developed a program that analysed musical instruments' sounds from an audio file→Transmit the notes, onsets, and instruments to the Robotic Striking mechanisms .
- Constructed the Instrument Detection model using Audio Files from 4 different instruments. Enabled the Bot to play a variety of musical instruments remotely.
- Applied Audio Processing, Machine Learning, Instrument Design, and Striking Mechanisms. Engineered a striking mechanism with a 400-millisecond response time and an 8.7/10 functioning rate.