Amarnath Murugan
XR Researcher | Game Developer

Contact

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Links

Personal Site
3D Portfolio
LinkedIn
GitHub

Languages

English(ILR S-5)
Tamil(ILR S-5)
Japanese(ILR S-0)

Programming Languages

C#
C
C++
Python

Tools & Frameworks

Unity 3D
ARCore
Vuforia
SteamVR & Oculus SDK
Cardboard SDK
MixedRealityToolkit
After Effects
Photoshop
3DS Max

Specializations

XR & Gamedev
HCI
CGI Compositing

Education

2015–2019	**SRM Institute of Science & Technology, Kattankulathur**
	B.Tech in Computer Science (89.15% | Merit Scholarship recipient)

Experience

Since Feb'19	**Research Assistant & Research Intern	IDC Scool of Design, IIT Bombay**
	Researching on Cinematic VR and on AR for education, while assisting development of student projects
Nov'17-Jun'19	**Student Ambassador	Unity Technologies**
	Worked on democratizing XR and Game development among students
Aug'16-Jun'19	**Researcher and Team Lead	Next Tech Lab**
	Led the HCI group within the lab and was involved in various XR based projects
Feb'18-Feb'19	**Vice-Chair	ACM SIGCHI Chapter, SRMIST**
	Promoted the field of HCI through workshops and technical events
Jun'18-Jul'18	**Summer Research Intern	IDC, IIT Bombay**
	Conducted research on interactive movie experiences in VR
Jun'17-Dec'17	**Research Intern	Merkel Haptic Systems, IIT Madras Research Park**
	Implemented POCs in Hololens pertaining to the Health care industry
Dec'16-Jan'17	**Intern	XR Labs**
	Created product demos and POCs in hololens

Publications

Nov 2019	**Poster	VRST 2019**
	Murugan, A., Pillai, J.S. and Dev, A., 2019, November. Cinévoqué: Development of a Passively Responsive Framework for Seamless Evolution of Experiences in Immersive Live-Action Movies. In 25th ACM Symposium on Virtual Reality Software and Technology (p. 59). ACM.
Nov 2019	**Demo	VRCAI 2019**
	Pillai, J.S., Dev, A. and Murugan, A., 2019, November. Till We Meet Again: A Cinévoqué Experience. In The 17th International Conference on Virtual-Reality Continuum and its Applications in Industry (p. 70). ACM.
Nov 2019	**Short Paper	Journal of Physics: Conference Series**
	"AnatomyMR: A Multi-User Mixed Reality Platform for Medical Education", Amarnath Murugan et al 2019 J. Phys.: Conf. Ser. 1362 012099
Sep 2019	**Short Paper	INTERACT 2019**
	Pillai, J.S., Murugan, A. and Dev, A., 2019, September. Cinévoqué: Design of a Passively Responsive Framework for Seamless Evolution of Experiences in Immersive Live-Action Movies. In IFIP Conference on Human-Computer Interaction (pp. 359-367). Springer, Cham.

Honors & Awards

Dec 2019	**Best Hack	Music Hack Day 2019, Mumbai**
	Won best music hack for building a multi-user VR tool for collaboration involving digital twins
Nov 2019	**Speaker	IndiaHCI 2019**
	Invited speaker at India's largest HCI conference under 'Out of India' section
Dec 2018	**Speaker	Unite India 2018**
	Spoke on 'Interest driven Cinematic VR' at Unity's national conference (*Link*)
Apr 2017	**Winner	Smart India Hackathon '17**
	Bagged the first place in Smart India Hackathon'17, the World's biggest Hackathon at the time

Projects

Since June'18	**Cinévoqué** A Responsive Framework for Seamless Evolution of experiences in Immersive Live-Action Movies.
Since June'18	**Scholar** Researching on the design and technical challenges involved in deploying an affordable AR based educational solution for underserved kids
Jun'17-Jul'17	**AnatomyMR and Anatomy Explorer** AnatomyMR is a multi-user mixed reality platform that facilitates dynamic addition of mixed reality course content. Anatomy Explorer is a predecessor to this project, it is a hololens application that displays anatomical models in MR (*Link*)
Apr'17-Apr'17	**ARtifacts** An android app made during Smart India Hackathon'17,which leverages AR and VR for a better museum experience
Jan'15-Oct'16	**Design projects** Design projects exploring modelling and rendering workflows (*CGPortfolio*)