

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 School 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

Mar 2020 **Poster | IEEEVR 2020**
Exploring Effect Of Different External Stimuli On Body Association In VR (In Press)

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 musical 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 the World's biggest Hackathon at the time

Highlighted 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](#))

Courses

- Sep 2019 **Monsoon HCI Course 2019**
A two-week intensive course that teaches HCI and UX through a hands-on approach. My team worked on a net banking solution for kids that could inculcate good financial habits
- Feb 2020 **Quantitative Research Methods Course 2020**
An accelerated course that covers quantitative research methods in HCI. During which I got to design, conduct and analyze an experiment meant to study time perception while playing games