Amarnath Murugan
XR Researcher | Game Developer

Contact

+919790993150
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Links

LinkedIn
CGPortfolio
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

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   **Scholar**
Researching on the design and technical challenges involved in deploying an affordable AR based educational solution for underserved kids

Since June'18   **Cinévoqué**
A Responsive Framework for Seamless Evolution of experiences in Immersive Live-Action Movies.

Jun'17-Jul'17   **Anatomy Explorer**
A HoloLens application that displays the human anatomy in MR and provides multiple levels of interactions   (*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*)