

EDUCATIONAL QUALIFICATIONS

COURSE/EXAMINATION	INSTITUTION	YEAR OF PASSING	RESULT
B.Sc (Hons.) Computer Science	Delhi University	2027	
AISSCE (PCM)	N.K. Bagrodia Public School, New Delhi	2023	90%
AISSE	N.K. Bagrodia Public School, New Delhi	2021	87%

ACADEMIC ACHIEVEMENTS

- School Rank 3 in **Silver Zone Math Olympiad**
- Scored 95% in **Physics**, CBSE examination
- Made a **Natural Disaster Management** project in ATAL Tinkering Lab
- Participation in **International Roundtable Discussions via Generation Global** (for communication skills)

INTERNSHIPS**Research Intern || Delhi University**

- Experimented with motion tracking using Azure Kinect for real-time full-body tracking in XR environments.
- Built prototype projects in Unity and Unreal Engine to explore immersive interaction systems

CAMPUS LEADERSHIP AND INITIATIVES**XRVisionLabs - Startup**

XRVisionLabs is a cutting-edge deep tech company that builds immersive solutions, including Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and Metaverse solutions. We help both startups and large enterprises transform how they engage with customers, train employees, and visualise products, by creating immersive and interactive experiences that go beyond traditional digital media.

CTO

- Led a multidisciplinary team of developers, designers, and researchers to deliver cutting-edge XR and AI applications.
- Collaborated with clients to understand requirements, translating them into actionable technical solutions.
- Oversaw the full development lifecycle of multiple projects, ensuring timely delivery and high-quality output.

VR Developer

- Led the development of XRchitect – a VR interior design platform enabling users to create, collaborate, and export immersive room models.
- Designed and implemented X-Combat, a VR-based military training simulator for defense applications.
- Created a WebXR indoor navigation system using AR for spatial guidance and real-time marker localization

PROJECTS

- TeleTwin:** Realistic Digital twins of Telecom towers.
- XRchitect:** Multiplayer VR app for interior design using Meta XR SDK and Photon.
- Combat-XR:** Tactical VR simulation for defense training.
- AR Indoor Navigation:** Marker-based real-world navigation using WebXR and SVG mapping.
- Archery:** Hyper casual Unity game

CERTIFICATIONS/COURSES

- Unity Development – Udemy**
- AI Workshop – BE10X**
- Augmented Reality Course – FreeCodeCamp**

SKILLS

- Technical:** Virtual Reality, Augmented Reality, Unity 3D, Unreal Engine, C#, Game Development
- Soft:** Project Management, Leadership, Critical Thinking, Communication

OTHERS

- Delivered a **guest lecture** at OP Jindal School of Art and Architecture on XR and immersive technologies.
- Served as a **remote speaker** at AWE Nite, Florida (Orlando), sharing insights on VR, AR, and spatial computing.
- Achieved **2 medals and 3 trophies** in Hip Hop dance competitions.
- Represented School Counseling Committee** for student leadership and peer support, contributing to mental wellness and communication efforts.
- Part of the **Debating Club** in high school.
- Selected as a **Silver Medalist under the IAYP** (International Award for Young People) program for excellence in service, skill, and adventurous journeys.