Edwin Meleth

Roll No.:M24LDX008
M.Des.
Design
Indian Institute Of Technology, Jodhpur

+91-9746702132, +91-8078180163
m24ldx008@iitj.ac.in
edwinmeleth@gmail.com
Portfolio
LinkedIn

EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Des.	Indian Institute of Technology, Jodhpur	8.14	2024-Present
B.Tech. (CSE)	Mar Athanasius College of Engineering, Kothamangalam	8.14	2017-2021
Senior Secondary	Kerala DHSE	96.67%	2017
Secondary	CBSE Board	10	2015

EXPERIENCE

- **Imersive.IO** *Jun. 2025 - Aug. 2025*
  Intern Chennai, India (Remote)
  - Developed size recommendation data collection web component enabling users to generate, customize, and export size configurations for various clothing types and fits.
  - Developed real-time face-based height estimation web component that calculates height by analyzing facial proportions from webcam input using the Google MediaPipe library.

- **IQVIA** *Oct. 2021 - Jan. 2024*
  Associate Software Developer Kochi, India (Hybrid)
  - Full-stack developer on Supply Integrity Management System (SiMS) delivering Angular front ends with ASP.NET API layers and SQL stored procedures.
  - Shipped new UIs, authored APIs, and optimized database code while resolving critical defects across UI/API/SP to improve reliability and performance.
  - Handled application web, API front-end deployment in IIS web/API front ends and SQL jobs/SPs on Azure VMs across environments. Experience in prompt engineering with the use of GPT during development.
  - Received IQVIA IMPACT Ovation Award for outstanding technical contribution, rapid defect resolution, and ownership of deployment in Amgen SiMS, Takeda SiMS).

  Intern *Apr. 2021 - Oct. 2021*
  - Developed web apps using Angular, ASP.NET and SQL.

PROJECTS

- **Aam – Usability Engineering Project**
  Designed a minimalist XR fruit-plucking prototype that nurtures calm focus, then honed it via heuristic-driven iterations.
  - **Tools & technologies used**: Figma, Unreal Engine 5, Photoshop

- **Random Rampage - VR Game Project**
  Took the project from story and gameplay design to a playable prototype.
  - **Tools & technologies used**: Unity, C#, Figma, Procreate, DaVinci Resolve

- **Digimal - MR Interaction Project**
  Problem definition, concept, and MR interaction design.
  - **Tools & technologies used**: Unity, C#, Figma, Procreate

- **Who VR - VR Film Project**
  Played multiple roles as required within the team including scripting, directing.
  - **Tools & technologies used**: Photoshop, Insta360 Studio, Premiere Pro

- **Supply Integrity Management Sytem (SiMS)**
  Full-stack development contributions across UI, API, database, and deployments.
  - **Tools & technologies used**: SQL, Angular, TypeScript, JavaScript, HTML, CSS, ASP.NET, C#

- **QA Automation System for SiMS**
  Worked on scripts for automating the QA process of SiMS.
  - **Tools & technologies used**: Python

KEY COURSES TAKEN

- Storytelling and Interactivity, Usability Engineering, Interaction Design and XR, Typography in Digital Media, Appreciation of Gaming: Applications and Infrastructure, Data Structures, DBMS, Machine Learning, Cryptography and Network Security, OOP Concepts

Technical Skills

- **Programming:** JavaScript, TypeScript, SQL, Python, C#
- **Libraries/Frameworks:** Angular, ASP.NET
- **Web Skills:** HTML/CSS/JS/Bootstrap
- **Softwares:** Photoshop, Figma, Unity, Procreate, Microsoft SQL Server, Microsoft Excel, Unreal Engine 5

Achievements

- **IQVIA IMPACT Ovation Award** IQVIA. *2022*

Certifications

- Microsoft Certification on MTA: Database Fundamentals
- PCEP – Certified Entry-Level Python Programmer
- Microsoft Certification on Azure Fundamentals
- Coursera Certification on Getting Started with Python, Python Data Structures
- Coursera Certification on Introduction to Game Design, Character Design for Video Games
- Coursera Certification on Story and Narrative Development for Video Games, Creative Writing: The Craft of Plot

Hobbies

- Passionate about narrative-driven media including film, books, and games