

# Aakarsh Singh

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## EDUCATION

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| <b>New York University</b>   | <b>May 2025</b>      |
| <b>B.A. in Interactive Media</b>   | <b>GPA: 3.92/4.0</b> |
| Minors in Computer Science, Sound-Music Computing and Art History  |                      |
| <b>Relevant Coursework:</b> VR/AR Development, Web App Development, Algorithms, Data Structures, Discrete Mathematics, Natural Language Processing, Calculus, Game Development |                      |

## EXPERIENCE

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| <b>Callback</b>   | <b>May 2024 - December 2024</b> |
| Fullstack Software Engineer   | Tokyo, Japan/Remote             |
| <ul style="list-style-type: none"><li>Deployed a customer main site with a user leader-board, leading to an <b>increase in weekly active users from 25 to 250</b> over a 3 month period using <b>Next.js, Typescript, Express.js and Firebase</b>.</li><li>Designed and implemented a scalable social networking API , facilitating in-app user profile creation and friend connections, which boosted <b>app engagement by 100% within one month</b>.</li><li>Engineered an enterprise dashboard that streamlined data visualization for clients, integrated Stripe payouts and sent weekly automated reports, resulting in a <b>200% overall increase in partner retention</b>.</li></ul> |                                 |
| <b>NYU Tandon @ The Yard</b>  |                                 |
| June 2024 - August 2024   |                                 |
| Spatial Computing Researcher  | New York City, USA              |
| <ul style="list-style-type: none"><li>Designed and integrated advanced motion capture and volumetric capture systems, <b>enhancing production efficiency by 35%</b> during a three-month research project focused on augmented/virtual reality productions.</li><li>Independently developed and optimized multiple immersive <b>Unreal Engine</b> simulations and environments, resulting in a final production and prototype <b>presented to an audience of over 200 participants</b> at the NYU undergraduate research conference.</li></ul>  |                                 |

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| <b>NEEEU Spaces GmbH</b>  | <b>May 2023 - July 2023</b> |
| Creative Technologist   | Berlin, Germany             |
| <ul style="list-style-type: none"><li>Developed and deployed an augmented reality advertisement for a perfume brand, achieving a <b>20% increase in customer engagement</b> compared to previous campaigns featured in BMW's annual lifestyle magazine.</li><li>Crafted assets in <b>Cinema4D</b> and wrote custom shader code, resulting in an integrated pipeline that reduced <b>rendering time by half</b> while enhancing visual quality for the final project assembled in <b>Meta Spark Studio</b>.</li><li>Created a <b>Unity</b> prototype for an innovative spatial audio adventure game devised for the visually impaired, leading to successful playtesting feedback and <b>over 1000 downloads</b> after a month of release.</li></ul> |                             |

## PROJECTS

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| <b>“Real” Art</b>   | <b>November 2022</b> |
| <ul style="list-style-type: none"><li>Developed an AI-based installation for <b>The Louvre Abu Dhabi</b> using <b>DALL-E 2 API, Next.js, Express.js and Firebase</b>, to gauge public perception and generate ethical discussions around AI-generated artworks.</li></ul> |                      |

## TECHNICAL SKILLS

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| <b>Programming Languages:</b> Javascript, Python, C++, C#, OpenGL (WebGL), HLSL   |
| <b>Frameworks &amp; Libraries:</b> Typescript, Next.js, React, React Native, Vue, SCSS, Node.js, Express, Firebase, Docker, MongoDB, A-Frame, ml5.js, p5.js Three.js, WebSockets, Processing, Arduino, Automatic1111, ComfyUI   |
| <b>Software:</b> Figma, Unreal Engine, Unity, TouchDesigner, Maya, Cinema4D, RedShift, Blender, Max/MSP, Jitter, Meta Spark Studio, Photoshop, Premiere Pro, Illustrator, AfterEffects, InDesign, Substance 3D Painter, Ableton |