Mohd Anam

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EDUCATION

Master of Computer Application (MCA)   (July 2019 -May 2022)
Mahatma Jyotiba Phule Rohilkhand University   Bareilly, Uttar Pradesh
GPA: 8.7

Bachelor of Science (B.Sc.)   (July 2014 – May 2017)
Dr Rammanohar Lohia Avadh University   Faizabad, Uttar Pradesh
55%

Higher Secondary (12th)   (July 2012 – May 2014)
Adarsh Janta Inter college (UP Board)   Tanda, Ambedkar Nagar
83.2%

Secondary(10th)   (July 2010 – May 2012)
Adarsh Janta Inter college (UP Board)   Tanda, Ambedkar Nagar
76%

EXPERIENCE

AR Developer – IIT Delhi   Hauz Khas, New Delhi
Divine Lab, Department of Design, Indian Institute of Technology, Delhi   (1 Aug 2022 – 30 April 2023)
- Collaborated with a team of UI/UX designers to create a suite of **AR based apps** under the aegis of IIT Delhi for pre-primary school children and delivered to CSC Bal Vidyalaya.
- Completed user research to identify potential features that can be implemented in the app.
- Coordinated with a group of designers to create custom **alphabet marker** booklets and **3D models** for the apps.
- Worked with students and teachers of CSC Bal Vidyalaya to test the prototype apps and collected the feedback to improve the prototypes.

AR Intern – IIT Delhi   Hauz Khas, New Delhi
Divine Lab, Department of Design, Indian Institute of Technology, Delhi   (6 March 2022 - 20 July 2022)
- The project's ultimate goal is to study the application immersive technology in early childhood development.
- I worked as an augmented reality android application developer intern.
- My role in this study is to systematically investigate and develop mobile applications in which augmented reality (AR) can be used to support school education, aimed at students aged 3-6.

PROJECTS

English Alphabet
- It is an Augmented Reality app which focuses on augmenting 3D models by scanning related to alphabet marker.
- It creates a more engaging learning experience.
- With such an ecosystem, students become more engaged in their learning that will ultimately boost the number of students in school.
- github.com/MohdAnam/English_Alphabet
- We also made another version - **Hindi Varnamala** Augmented Reality app which is based on the Hindi Vernakalant (alphabet) with the same specification.
- github.com/MohdAnam/Hindi_Varnamala

Multi_Model Alphabet
- An AR based app that focuses on augmenting Multiple 3D models of objects starting with the concerned letter (for example: A for Airplane, subsequently a 3D model of Airplane displays on the screen).
- A tablet is used to scan the markers upon which the 3D models display on the screen.
- The app creates an engaging learning experience and assists educators in the process of teaching.
- By providing the right ecosystem, students become more engaged and interested in their learning.
- github.com/MohdAnam/Multi_Model_Alphabet

SKILLS

Software: Unity 3D, Visual Studio
Language: C, C#, Core Java
AR Tools: Vuforia, AR Foundation, AR Core
VR Tools: Oculus, SteamVR
XR **Technologies**: Augmented Reality, Virtual Reality, Mixed Reality
Version Control: Git, GitHub