

SHILPANSHU

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SUMMARY

Emerging fashion-tech engineer from NIFT New Delhi passionate about building next-gen Virtual Try-On (VTO) and AR experiences. I blend apparel domain knowledge with strong technical skills in Unity, ONNX AI models, depth sensors, and real-time body tracking to create high-performance digital try-on systems. I aim to drive innovation at the intersection of fashion, computer vision, and immersive technology.

WORK EXPERIENCE

Assistant Manager - R&D, Apparel4Tech

Jun 2025 - Present

- Added new features and improvements to the company's iSmart desktop application.
- Set up internal dashboards to give decision-makers real-time visibility of client status and project updates.
- Tested and evaluated CV/AI models like DINO and SAM to select the best pipeline for the upcoming product.

Independent Researcher (GP), Shahi Chair, NIFT

Jan 2025 - May 2025

- Developed a full Virtual Try-On (VTO) system integrating pose tracking, segmentation, and Unity-based garment overlay for my Graduation Project.
- Built end-to-end real-time AR pipelines using models like BlazePose and RVM, achieving a fully functional prototype.
- Awarded a ₹1,00,000 scholarship for excellence and innovation in VTO development.

EDUCATION

Bachelor of Fashion Technology

Aug 2021 - Aug 2025

National Institute of Fashion Technology, New Delhi

- Specialization in Advanced Manufacturing.
- Thesis on "Innovations in Sustainable Engineering Practices".

PROJECTS

AR-Based Virtual Try-On Mirror | 2025

- Real-time AR garment try-on system in Unity using Intel RealSense D415 (RGB+Depth), Unity Sentis, RVM segmentation, BlazePose-based pose tracking, and cloth simulation.

3D Car Showroom with VR Integration | 2024

- Blender-based interactive Porsche showroom concept with VR stations for live feature exploration. Integrated spatial experience with launch videos, sound, and interaction.

Robotic Arm & Line-Following AGV | 2023

- Created a 6-axis robotic arm and an autonomous AGV using Arduino, Raspberry Pi, and Fusion 360 for design and control systems.

ADDITIONAL INFORMATION

Technical Skills: Unity (HDRP, AR Foundation, Sentis), Blender, Clo3D, Fusion 360, AutoCAD 3D, TukaCAD; Pose Estimation (BlazePose, OpenPose), Real-Time Segmentation (RVM, MODNet), ONNX, Unity Sentis; Python, C++, Arduino, Raspberry Pi, Mechatronics, Web Development; Adobe Illustrator, Premiere Pro, ProCreate, Canva, Photography

Soft Skills: Leadership, Communication, Museum Curation, Event Management, Digital Marketing