

# N Rizwan



✉ rizwan.nizarudin@gmail.com

☎ +91 9995456803    🌀 stuntstorm    🌐 N Rizwan

## 👤 PROFILE

Results-oriented professional with a demonstrated track record as Secretary of the ACM Student Chapter. Proficient in coding and strategic planning, with a commitment to innovation and excellence. Skilled in fostering collaborative relationships and executing plans to achieve organizational goals. Additionally, developed multiple games and applications, actively testing them for quality assurance.

## 🎓 EDUCATION

### Bachelor of Computer Application

Amrita Vishwa Vidyapeetham (Deemed University)  
2021 – present  
CGPA 9.24/10  
Achieved 2nd Rank in Semester 2

### High School Diploma

Bharatiya Vidya Bhavan    🔗  
2020

Central Board of Secondary Education  
Percentage: 80.2%

### Secondary School Certificate

Sarvodaya Central Vidyalaya    🔗  
2018

Class 10, Central Board of Secondary Education  
Percentage: 86%  
Actively participated in Bibox Lab and in Model United Nation

## 🧠 SKILLS

**Coding** — Python, Javascript, HTML, C#, JAVA

**Game Development** — Unity, Godot Engine

**Strong Communication, Project Management**

## 🧩 EXPERIENCE

### Augmented Reality Software Engineer (Intern)

Amrita Mind Brain Center

08/2023 – present

- Completed two augmented reality (AR) projects and led a virtual reality (VR) initiative, demonstrating proficiency in AR/VR development principles and utilization of relevant tools and frameworks.
- Collaborated closely with biotech students to gather live feedback and tailor AR/VR builds to their educational needs.
- Developed an immersive microscopy AR build, facilitating student understanding of microscopy techniques and specimen analysis.
- Maintained effective communication with colleagues, offering support and sharing knowledge to enhance team productivity.

### XR Game Developer

JioTesseract

03/2022 – present

- Completed development 9 months ahead of the provided schedule.
- Worked in parallel with the online support and marketing teams.
- Collaborated across paths with JioGlass and JioDive within a short period of time.
- Achieved over 1000+ downloads and gathered active feedback.

### AR Developer (Intern)

Ammachi Labs

12/2022 – 03/2023

- Conducted a literature review on AR technology in the context of machinery and its skill aspects.
- Developed an image tracker for AR demonstrations and created simulations with various functionalities and features of AR technology.
- Developed a Pillar Drilling Machine AR Application
- Solicited feedback from users to improve application functionality and usability
- Implemented user feedback to enhance the AR application

## 📄 CERTIFICATES

### Deloitte : Technology Virtual Experience    🔗

Forage

### Create a Project Management Tracker using

Microsoft Excel    🔗

Coursera

### Data Analysis using Microsoft Excel    🔗

Coursera

### Scientific Computing with Python    🔗

freeCodeCamp

## PROJECTS

### **A Virtual Lab AR Guide to Milk Adulteration Detection**

Amrita Mind Brain Center

2024 – present

Developed a cutting-edge application utilizing Unity and C# to build an APK within 45 days. Utilized Unity's ARCore SDK to implement plane detection, ensuring seamless interaction within the AR environment. The application enables immersive experimentation with diverse chemicals, replicating authentic testing scenarios. Currently, the ongoing project is poised for publication at IEEE, underscoring dedication to pioneering research and academic distinction.

### **Augmented Reality-Based Location Discovery: Integration of Unity IDE, Mapbox API, and ARCore Framework for Seamless Pedestrian Navigation**

2023 – present

Directed the development of an ongoing project centered on AR-based location discovery, integrating Unity IDE, Mapbox API, and ARCore Framework. Designed to enhance pedestrian navigation, the initiative is positioned for publication and patenting, underscoring a steadfast dedication to pioneering innovation and advanced research within the augmented reality domain.

### **Advancing Augmented Reality: Implementations of AR in Heavy Machinery for Engineering and Technology Enthusiasts**

2023 – present

Led the development of an AR project for heavy machinery using Unity and programmed using C#. Submitted the project to SN Computer Science for publication, awaiting feedback for future advancements.

### **Augmented Reality Virtual Labs - Light Microscope**

Amrita Mind Brain Center

08/2023 – 01/2024

Designed and developed an application aimed at providing an immersive understanding of the operation of a light microscope. Leveraged Unity and C# alongside Unity assets and ARCore SDK to construct the application. Implemented cost-effective solutions through AR technology, effectively reducing expenses typically associated with traditional laboratory setups.

### **Amritavarsham 70' Attendance Tracker**

Amrita Vishwa Vidyapeetham

10/2023

Designed and developed a comprehensive website utilizing HTML, JavaScript, and CSS to meticulously track attendance for staff and volunteers during Amritavarsham 70' event. Implemented user-friendly features for efficient monitoring and management of attendance records, contributing to the seamless execution of the event.

## EXTRA-CURRICULAR ACTIVITIES

### **Unity Bootcamp - Creating Immersive Experience Workshop**

2023

Collaborated with Unity Partner Tiltlabs for Vidyut 2023, hosting an event with over 90+ participants. Conducted Unity workshops and tested VR games during the event.

### **Make A Game Workshop**

2022

Glitch x Ammachi Labs || Hosted and Organized a Workshop with the lead Developer from University of Florida, Gabriel Coleman took the Session.

### **Hack Club - Sprig Workshop**

2022

Hosted Sprig JS Workshop for Glitch Club Members and trained them from basics to advanced build on 2D Game Development.

### **2 Day Workshop on Unity - AR/VR Game Development Workshop**

2022

Hosted the Glitch x CREATE event, featuring a 2-day session with hands-on VR development workshops and environment scene building.

### **Hacktoberfest 2022 - Github Workshop**

2022

Facilitated a workshop with 70+ in-person participants and 15 remote attendees, teaching usage of GitHub and guiding them through open-source contributions.

## ACHIEVEMENTS

### **Achievement in Developing and Presenting Game at "INDIA MOBILE CONGRESS"**

2023

Developed and presented an XR game for Jio x Tesseract at "INDIA MOBILE CONGRESS," where it garnered attention and recognition, including being experienced by the Indian Prime Minister.

### **Best App for XR JioGlass**

2022

Won the Best app for XR game : **BREACHED**  
Over the span of 3 Months a XR game was developed based off the Holoboard and won cash prize of ₹25,000

### **Sustainable Development Goals**

2022 | Dubai, UAE

Received certificated of completion for the commitment to helping our planet and completing the SDG Global Goals Initiative at Expo 2020 Dubai

### **Featured in CLUB FM 94.3**

2020

Selected as the inaugural guest following the relaunch of Club FM 94.3, where I participated in an exclusive interview discussing the intricacies of game development.