



Aaditya Vaze

XR Designer, Product / UX

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thisisvaze.com

ABOUT ME

An inventive and forward-thinking Product Designer, having a substantial background in Product Design, AR/VR design and Rapid Prototyping. Proficient in using advanced design tools such as Unity, Figma, ShapesXR, Bezel to formulate compelling and immersive experiences. Experienced in steering multidisciplinary teams to build high-tech products in fast-paced environments. Proven track record in driving innovation and adding value through product design and prototyping roles.

EDUCATION

M. Des. / Digital Futures

OCAD University
Sept 2021-Apr 2023 / Toronto, CA

B.Engg. / Computer Science & Math

BITS Pilani
2014 - 2019 / Goa, IN

SKILLS

AR/VR/XR Design
AR/VR/XR Rapid prototyping
2D / 3D Interaction Design
UX Design
Product Design
Storyboarding, Wireframing,
Prototyping

TOOLS

Unity, Oculus Integration SDK, MRTK
ShapesXR, Figma
Adobe Creative Suite
WebXR, React, node, p5.js
Android Studio, ARCore
C#, Java, Python, JS

ACHIEVEMENTS

MITACS Globalink Research Award
OCADU Graduate Scholarship
INSPIRE Scholarship (Top 1% in India)

RESEARCH

IEEVR 2023 Research paper
M.Des. Thesis

EXPERIENCE

Circuit Stream

AR/VR Instructor
Feb 2023 - Present / Remote

Delivering XR design and prototyping courses with a focus on Unity and ShapesXR. Collaborating with cross-functional teams to create the best learning experience for students.

Adaptive Context Environments Lab

Research Assistant
May 2022 - Present / Toronto, CA

Building systems and tools for contextual XR Workspaces using Meta Quest Pro, HoloLens 2 and other XR technologies. Designing human-robot interfaces for XRIoT enabled indoor spaces.

Building Contextual Educational XR Environments

Graduate Thesis Project, OCAD University
May 2022 - Present, with Dr. Alexis Morris

I'm building a platform to support curiosity with Mixed Reality to help promote curiosity-driven learning through the real environment.

Led Design for a Movie-based language learning app

Design Director, Nonsense
July 2021 - June 2022 - Utah, United States

An Edtech startup working on a revolutionary language-learning application using movies. Leading UI/UX design, branding, and designing the learning experience.

Led design for dynamic ad systems & AdTech SaaS Platform

Product Designer, GreedyGame
Feb 2020 - Apr 2021

Leading UI/UX for AdTech SDK Panel, working on a dynamic and responsive design tool for mobile ads and leading design for the SaaS AdTech product, managing Products for the in-house publishing brand, Oogway apps.