Aaditya Vaze
XR Developer & Rapid Prototyper

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ABOUT ME

A curious and self-driven Developer & Rapid Prototyper with a strong background in AR/VR development, and AI-XR tools. Skilled in utilizing Unity, ShapesXR, and other design tools to create interactive & immersive experiences. Experienced in collaborating with multi-disciplinary teams to build fast-paced tech products. Demonstrated history of delivering innovative and valuable products as a researcher, prototyper, and product designer.

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 Development
AR/VR Rapid prototyping
2D / 3D Interaction Design

TOOLS

C#, C++, Java, Python
Unity, Oculus Integration SDK, MRTK
UE5, WebXR, React, node
LLM, Lagchain, IoT
Android Studio, ARCore

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

Adaptive Context Environments Lab
AI & Context Research Assistant
May 2022 - Present / Toronto, CA

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

CuriosityXR
Graduate Thesis Project, OCAD University
May 2022 - Present / Toronto, CA

Developed a mixed reality platform to promote curiosity-driven learning in real environments. The project involved ideation, designing, prototyping, development & conducting user participant research studies for evaluation.

Nonsense
Head of Product Design
July 2021 - June 2022 / Utah, US

Led UI/UX design, branding, and learning experience for a revolutionary language-learning app using movies.

GreedyGame
Product Designer
Feb 2020 - Apr 2021 / Bengaluru, IN

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.