

# Aasurjya Bikash Handique

[aasurjya.vercel.app](#) [in LinkedIn](#) [GitHub](#) [YouTube](#)  
[✉ ahandique8@gmail.com](mailto:ahandique8@gmail.com) [☎ +91-9365384660](#)

## EDUCATION

### IIT Jodhpur

2022 - 2025

M.Tech in Augmented Reality and Virtual Reality.  
Imm

### Tezpur University

2018 - 2022

B.Tech in Computer Science and Engineering. First Division,  
EXPERIENCE

### iHub Drishti

Sep 2023 - Present

#### ● Tech Engineer

#### ● Research Associate

- **AR/VR Development:** Developed AR/VR applications for iOS and Android using Unity, ARKit, and ARCore, optimizing performance with ECS and DOTs, and implementing server-based model auto-updates using Asset Bundles.
- **Project Management:** Led project lifecycles, ensuring timely delivery and high client satisfaction.
- **3D Asset Integration:** Optimized 3D models, textures, and lighting for immersive environments in Unity Engine.
- **Team Collaboration:** Collaborated with teams, providing mentorship to improve project results.

## KEY ACHIEVEMENTS

- Developed an AR storytelling app for both ios and android temple, enriching the visitor experience.
- Created a VR training module for CPR, resulting in better learning outcomes.
- Developed a Brain AR app for educational purposes using medical brain MRI images.
- Implemented and guide VR welding simulations app to enhance the development of skills for mechanical students.

### Heptre

July 2022 - September 2023

#### Full Stack Developer

- Developed applications using React and Next.js frameworks with Three.js.
- Utilized testing suites to write over 1000 unit tests, ensuring code quality.
- Experience with AWS services: EC2, S3, SQS, AWS CLI, and Lambda functions.
- Created and managed AWS resources, including EC2 instances and S3 buckets using Terraform.
- Contributed to the creation and deployment of Docker containers.
- Deployed Kubernetes clusters, configuring persistent volumes and pods with YAML files.

## 3D, AR & VR PROJECTS

### Unity:

Developed **ARVisions**, an educational AR app with Unity and Vuforia for dynamic 3D visuals, and created **TouchCardAR**, transforming business cards into interactive gateways with engaging previews.

### Blender:

Hands-on experience in **3D modeling** with Blender, creating lifelike objects, **texturing and lighting**, and implementing **animation mastery** for dynamic user experiences.

### Unreal:

Experienced in creating immersive AR and VR environments using Unreal Engine, proficient in blueprinting, importing models, and real-time effects simulation.

## FULLSTACK DEVELOPER PROJECTS

- **Face Recognition App:** Developed a Python-based facial recognition application using deep learning for real-time face detection and identification in live video.
- **Blockchain Based Insurance:** Developed a blockchain-based insurance application for BTech final year projects utilizing smart contracts and the Hyperledger framework for decentralized insurance settlements.
- **CineFetch:** Developed a Vue.js application that integrates with the OMDb API, providing users with access to detailed movie information.
- **Newsletter Email Subscribed:** Built a dynamic landing page using React and Node.js, enabling users to subscribe to a daily newsletter.
- **TixSpot:** As a lead developer, driving an impactful open-source project to connect event organizers, artists, and attendees.

---

## UI/UX DESIGNER

---

- **AR CPR** Designed an innovative AR CPR training application interface in Unity, combining immersive visuals with user-centric instructional elements. Utilized Figma to create colorful, intuitive screens, enhancing user comprehension and engagement through a professional and visually striking experience.
- **UI Design for World Ranger** Served as the sole UI designer for the "World Ranger" website, a key platform for the 1st Asian Ranger Forum in Guwahati. Developed an intuitive and visually engaging interface with dynamic color schemes and mood features to enhance user immersion, aligning the design with the forum's theme of "Asia's Biodiversity Guardians."

[Website: Asian Ranger Forum](#)

## TECHNICAL SKILLS

---

Language: Java, HTML, CSS, C, C++, Python, JavaScript, C#,

Tools: Microsoft Excel, Microsoft BI, Informatica Cognos, Git, Unity, Blender.

TechStacks: ReactJS, React Native, Bootstrap, NodeJs, ExpressJS, PostgreSQL, AWS, Azure.

Database: Sql and MongoDB

Operating Systems: Unix, Windows PROGRAMMING LANGUAGES

---

- **Proficient:** Python, C++, C, JavaScript, Java
- **Familiar:** HTML5, CSS, PHP, Solidity
- **Technologies:** Unity, ARKit, ARCore, Unreal Engine, TensorFlow, React, Next.js, Node.js, Docker, Kubernetes

## CERTIFICATIONS

---

## EXTRACURRICULAR ACTIVITIES

---

- **Hackathon Participation:** I conceptualized and led the idea that propelled our team to a top 10 in **Pragti AR/VR Hackathon** and top 5 in **Green Fintech Hackathon conducted by RBI**.
- **Tech Community Engagement:** Managed workshops to share knowledge and experiences in AR/VR technology conducted by DST (Department of Science Technology) at IIT Jodhpur.