

Note: Blue-colored text indicates clickable links to live applications or source repositories.

Aasurjya Bikash Handique

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About Me

I am a Full-Stack Software Engineer with strong expertise in **Flutter, Python, and scalable SaaS systems**, complemented by a solid background in XR technologies. I hold an M.Tech in Augmented Reality and Virtual Reality from IIT Jodhpur and have hands-on experience designing **multi-tenant architectures**, role-based systems, and performance-critical applications. In addition to engineering, I independently **design and build end-to-end web experiences**, conducting design research, analyzing UX patterns, and translating visual inspiration into clean, production-ready interfaces. My work spans mobile-first SaaS platforms, backend services, cloud-native deployments, and immersive 3D systems for education, enterprise, and real-world production use.

EDUCATION

IIT Jodhpur M.Tech in Augmented Reality and Virtual Reality	2022 – 2025
Tezpur University B.Tech in Computer Science and Engineering (First Division)	2018 – 2022

EXPERIENCE

iHub Drishti

Sep 2023 - Present

- **Tech Engineer**

- **Research Associate**

- Designed and developed scalable **Flutter applications** with modular architecture and predictable state management.
- Built **Analyze python based e57 files analyses** for automation, point cloud to Gaussian splats.
- Architected **multi-tenant and role-based systems** emphasizing security and maintainability.
- Developed AR/VR systems using Unity, ARKit, and ARCore with strong focus on performance optimization.
- Worked with AWS-based deployments and asset delivery workflows.

Heptre

Jul 2022 – Sep 2023

Full Stack Developer

- Built production web applications using React and Next.js.
- Managed AWS infrastructure (EC2, S3, SQS, Lambda).
- Containerized and deployed systems using Docker and Kubernetes.
- Managed infrastructure using Terraform.

IQVIA

Aug 2022 – Dec 2022

Software Engineer Intern

- Integrated APIs with MongoDB-backed services.
- Implemented 1000+ unit tests for backend stability.

Cognizant

Feb 2022 – Aug 2022

Programmer Analyst Trainee

- Developed SQL pipelines and analytical dashboards.

FULL-STACK PROJECTS

EduSaaS – School Management System

[Live](#) | [GitHub](#)

Multi-Tenant Education SaaS

- Architected a **multi-tenant SaaS system** with strict tenant-level isolation using Row-Level Security.
- Designed role-based dashboards for admins, teachers, students, and parents.
- Implemented **offline-first synchronization** with local caching and conflict resolution.

- Delivered core modules: authentication, attendance, exams, fees, messaging.

NexProp – Premium Real Estate Platform

[Live](#)

Full-Stack Development with 3D Visualization

- Built an interactive **3D building viewer** with unit-level inspection and camera controls.
- Optimized GLTF asset loading for smooth performance on web and mobile.
- Implemented responsive state management and efficient data fetching.
- Designed animation-rich interfaces without compromising performance.

Ghor Bhara – Assamese Rental Marketplace

[Live](#)

Full-Stack Marketplace Platform

- Built a multi-role rental marketplace supporting tenants, landlords, and admins.
- Implemented secure payment flows and document uploads.
- Designed role-based dashboards and analytics views.
- Established automated end-to-end testing for production stability.

pokharas.com – Travel Marketplace

[Live](#)

Travel & Hospitality Platform for Nepal

- Built a content-rich travel marketplace with curated listings and discovery flows.
- Implemented category-based search and filtering for local services.
- Delivered a cohesive visual identity optimized for international audiences.

NEXVR

[Live](#)

Product Design & Frontend Engineering

- Led frontend engineering for an immersive 3D real estate showcase platform.
- Built storytelling-driven landing experiences combining 3D scenes and motion design.
- Integrated live system metrics and performance indicators.

Real-Time Face Recognition System

[GitHub](#)

Computer Vision & Python Project

- Built a real-time face recognition system using Python and OpenCV with live webcam input.
- Implemented face detection and **128-dimensional face embeddings** for identity recognition.
- Designed a matching pipeline that compares live face encodings against stored encodings using similarity counts.
- Handled unknown face detection by threshold-based matching logic.
- Structured the system with reusable utility modules for face detection, encoding, and matching.

Movies App

[Live](#) | [GitHub](#)

Frontend Development and API Integration

- Built a responsive movie browsing interface using Vue.js.
- Integrated third-party APIs and deployed to production.

UI/UX DESIGN

World Ranger Website UI Design

[Live Website](#)

Sole UI Designer

Served as the sole UI designer for the **World Ranger** website, the primary digital platform for the **1st Asian Ranger Forum** in Guwahati. Designed an intuitive and visually engaging interface using dynamic color schemes and mood features to enhance user immersion, aligning the visual identity with the forum's theme of **“Asia's Biodiversity Guardians.”**

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.