

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

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

### EXPERIENCE

<b>iHub Drishti</b>	Sep 2023 - Present	
• <b>Tech Engineer</b>		
• <b>Research Associate</b>		
• Designed and developed scalable <b>Flutter applications</b> with modular architecture and predictable state management.		
• Built <b>Analyze python based e57 files analyses</b> for automation, point cloud to Gaussian splats.		
• Architected <b>multi-tenant and role-based systems</b> 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.		
<b>Heptre</b>		Jul 2022 – Sep 2023
<i>Full Stack Developer</i>		
• 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.		
<b>IQVIA</b>		Aug 2022 – Dec 2022
<i>Software Engineer Intern</i>		
• Integrated APIs with MongoDB-backed services.		
• Implemented 1000+ unit tests for backend stability.		
<b>Cognizant</b>		Feb 2022 – Aug 2022
<i>Programmer Analyst Trainee</i>		
• Developed SQL pipelines and analytical dashboards.		

### FULL-STACK PROJECTS

<b>EduSaaS – School Management System</b>	<a href="#">Live</a>   <a href="#">GitHub</a>
<i>Multi-Tenant Education SaaS</i>	
• Architected a <b>multi-tenant SaaS system</b> with strict tenant-level isolation using Row-Level Security.	
• Designed role-based dashboards for admins, teachers, students, and parents.	
• Implemented <b>offline-first synchronization</b> with local caching and conflict resolution.	

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

### **NexProp – Premium Real Estate Platform**

*Full-Stack Development with 3D Visualization*

[Live](#)

- 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**

*Full-Stack Marketplace Platform*

[Live](#)

- 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**

*Travel & Hospitality Platform for Nepal*

[Live](#)

- 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**

*Product Design & Frontend Engineering*

[Live](#)

- 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**

*Computer Vision & Python Project*

[GitHub](#)

- 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**

*Frontend Development and API Integration*

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

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

## UI/UX DESIGN

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### **World Ranger Website UI Design**

*Sole UI Designer*

[Live Website](#)

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**.”

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## EXTRACURRICULAR ACTIVITIES

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- **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.