

# Devang Kantharia

Creative Technologist

## Contact Details

### Website

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### Address

Leeds, United Kingdom

## Project Tools

### Team/Project Management

Jira, MS Excel

### UI/Wireframing/Prototyping

Balsamiq, Adobe XD, Figma, Miro

### 3D Designing

Blender, SolidWorks, SketchUp

### 2D Designing

Photoshop, Illustrator, After Effects

### Game/App Programming

Unity, Unreal Engine, Three.js

### Creative Tools

TouchDesigner, OpenFrameworks, MadMapper, Notch VFX, Processing

### Web Development

Three.js, ReactJS, React-Three-Fiber, WebFlow, HTML, CSS, P5.js

### Electronics/Physical Computing

Arduino, Raspberry Pi

### Hardware Tools used for

#### Creative Solutions

Kinect, Leap Motion, Intel RealSense, Arduino, RaspberryPi, HTC Vive, Oculus Quest 2, Looking Glass, DMX controller

### Programming Languages

JavaScript, C#, Blueprint and Python

## Personal Summary

An aspiring pragmatist, with a passion for Design & Technology, I have a strong background in devising logical and creative solutions for complex problems.

Experienced in developing state-of-the-art solutions that merge digital and physical realms, I am adept at using different programming languages and digital design tools.

Learning new technologies and trends to design unique user experiences is my passion and I aspire to contribute to the organization if offered opportunities.

## Experience

### ImmersionX Technologies LLP

Apr 2022 – Sept 2023

#### *Creative Technologist*

- + My role is a blend of creativity and coordination. I work with various teams to design concepts, research markets alongside lead and manage teams, document R&D processes, and assign work for R&D and deployment teams.
- + I prototype and test in the lab, and collaborate with marketing and project management teams to craft captivating pitch presentations that include design plans, prototyping phases, execution plans, AV planning & calculations, project costing, and project timelines.
- + Creating interactive iterations using computer vision, IoT, digital twins, game engines, and applied shader programming skills in a laboratory setting to meet the project's requirements and achieve positive outcomes for the company.
- + Demonstrate all the lab projects to the clients during their visits, including the ones that were completed, in progress, or under research and development. I also performed lab maintenance and testing tasks.
- + As a result-oriented achiever, I excel in interacting with clients to understand their requirements and existing setup, proposing tailored solutions, and leading a team to execute projects on site, ensuring client satisfaction and project success.

### Xenium Digital Pvt. Ltd.

Jan 2019 – March 2022

#### *Creative Strategist*

- + Designing solutions that focus on the user's experience and interaction with both physical and digital simulations.
- + Concept designing, analysis, reporting & documentation, creating pitch presentations, R&D planning, lab maintenance
- + Interact with clients, proposing ideas based on the client's requirements, creating R&D prototypes and execute the idea with a team on site
- + Collaborate with account managers, copywriters, designers, media planners, and other stakeholders to ensure alignment of creative vision and objectives with client needs and expectations.
- + Conduct market research, competitor analysis, audience segmentation, and consumer behaviour studies to identify insights and opportunities for creating engaging solutions

## Technical Skills

- Functional Prototyping
- Creative Coding
- Real-time Motion Graphics
- Debugging
- Interactive Media Development

## Design Skills

- User Experience Design
- Design Research
- Concept Designing
- Wireframing
- Story Boarding
- New Media Design

## Personality

- Meticulous
- Receptive
- Liberal
- Versatile
- Collaborator
- Adept

## Interests

- Interactive Art
- Football
- Psychology
- Travelling

## References

Available on request

**Studio IF** July 2017 – Jan 2019  
*Senior Interactive Developer*

- + Requirement gathering, concept building and prototype development
- + Creating user centric simulations & training with technology like IoT, AR/VR, DataViz, Creative Coding, Machine Learning, and Projection Mapping.
- + Developing UI, writing codes & testing the functionality of the end product
- + Creating interactive web based prototype using React.js and backend database

**Tata Consultancy Services** Jan 2015 – July 2016  
*Business Process Lead*

- + Applying interactive and visual design principles on web applications
- + Elicit constructive feedback & capable of interpreting it into design solutions
- + Managing projects using Agile/Scrum methodology.
- + Projects on WebGL, CMS, Unity and Hybrid app development

**TabsBi (TabsFM)** Jan 2014 – Dec 2014  
*UI/UX Designer*

- + Redesigning of MVC dashboard using HTML5, CSS3 and Bootstrap 3
- + Developing & optimizing off the shelf website in Telerik MVC Sitefinity
- + Handling the team for development of responsive websites and providing technical guidance & resources required from the clients

**Investis Corp. Ltd.** July 2011 – Jan 2014  
*Web Producer*

- + Developing and maintaining the front-end functionality of websites, mobile Apps
- + Writing cross-browser compliant and creating responsive websites and devising SEO strategies and providing technical support to end users

## Freelance Work

<b>University of Southampton</b> - 360 degree Igloo interactive installation	<b>2023</b>
<b>Ahmedabad Planetarium</b> - Two Phygital Games for Space Exploration	<b>2023</b>
<b>Koba Ashram (Museum)</b> - Touchscreen Infographic App Design & Execution	<b>2022</b>
<b>Khoj Museum</b> - Interactive Kids Stop Motion Studio	<b>2018</b>
<b>Khetri Museum</b> - Interactive Installation Design & Execution	<b>2017</b>

## Teaching Experience

<b>The Design Village</b> , Creative Coding using Processing	<b>Aug - Sept 2021</b>
<b>CEPT University</b> , Creating Abstract Design using Blender	<b>Apr – May 2021</b>
<b>CEPT University</b> , 2D Animation and Composition	<b>Jan 2020 (2 days workshop)</b>

## Education

<b>National Institute of Design</b> , Master of Design in New Media	<b>2016 – 2020</b>
<b>Gujarat University</b> , Bachelors in Computer Engineering	<b>2008 – 2011</b>
<b>Technical Examination Board</b> , Diploma in Computer Engineering	<b>2005 – 2008</b>