Devang Kantharia

Creative Technologist

Contact Details

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Project Tools

Team/Project Management
Jira,, GitHub, Atlassian Confluence

Game/App Programming
Unity, Unreal Engine, Three.js

Creative Tools
TouchDesigner, OpenFrameworks, MadMapper, Notch VFX, Processing, Meta Spark Studio, Snap Lens Studio

UI/Wireframing/Prototyping
Balsamiq, Adobe XD, Figma, Miro

3D Designing/Visualization
Blender, SolidWorks, SketchUp, 3DExperience, DeltaGen

2D Designing
Photoshop, Illustrator, After Effects

Web Development
Three.js, P5.js, ReactJS, Next.js, HTML, CSS, Tailwind, WebFlow, Firebase

Electronics/Physical Computing
Arduino, Raspberry Pi, NodeMCU

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 to enhance human computer interactions.

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.

+ Design interactions, prototype and test in the lab, and creating interactive iterations using computer vision, AR/VR/MR, 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.

+ 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.

+ 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.

+ Working with the on-site team to deploy, test and debug installations, and offering technical assistance to clients post-deployment.

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 project 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

+ Support clients with technical issues and adhere to best practices standards for diverse use-cases

Studio IF — July 2017 – Jan 2019
Senior Interactive Developer

+ Developing and verifying interactions and design concepts by following design research, requirement gathering, visual storyboards, journey maps, flow diagrams and sitemaps

+ Creating user centric simulations & training with technology like IoT, AR/VR, DataViz, Creative Coding, Machine Learning, and Projection Mapping.

+ Designing and deploying interactive installations for museum, planetarium and public spaces

+ 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

University of Southampton - *360 degree Igloo interactive installation* — **2023**

Ahmedabad Planetarium - *Two Phygital Games for Space Exploration* — **2023**

Koba Ashram (Museum) - *Touchscreen Infographic App Design & Execution* — **2022**

Khoj Museum - *Interactive Kids Stop Motion Studio* — **2018**

Khetri Museum - *Interactive Installation Design & Execution* — **2017**

Teaching Experience

The Design Village, *Creative Coding using Processing* — **Aug - Sept 2021**

CEPT University, *Creating Abstract Design using Blender* — **Apr – May 2021**

CEPT University, *2D Animation and Composition* — **Jan 2020 (2 days workshop)**

Education

National Institute of Design, *Master of Design in New Media* — **2016 – 2020**

Gujarat University, *Bachelors in Computer Engineering* — **2008 – 2011**

Technical Examination Board, *Diploma in Computer Engineering* — **2005 – 2008**