

# SOUPARNA ROY

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## INTRODUCTION

Experienced Engineer with a background in Software Engineering, transitioned to a successful career in UX/UI and XR design. Proficient in design thinking, user research, and programming, adept at crafting seamless digital experiences that combines functionality and aesthetics.

## EDUCATION

<b>Indian Institute of Technology, Jodhpur, India</b> Master of Design in XR Design (Extended Reality)	Jul 2023 - Jun 2025 GPA: 8.29/10.0 (1st Semester)
<b>Techno India Saltlake, India</b> Bachelor of Technology in Information Technology	Jul 2016 - Jun 2020 GPA: 8.58/10.0

## EXPERIENCE

<b>Oracle Cerner</b> Software Engineer 1, Full-Time	Aug 2020 - Aug 2023 Kolkata, India
<ul style="list-style-type: none"><li>• Creating Hospital Extract Reports for different clients for In-Patient and Out-Patient using PL/SQL.</li><li>• Helped designing Internal Tools like Time Reporting and Knowledge Repository Tools using HTML and CSS.</li><li>• Creating and Managing Code Specifications for different clients in NY and Kansas.</li><li>• Participate in code reviews and identify basic issues and help provide solutions.</li></ul>	
<b>Cerner Corporation</b> Software Intern, Internship	Jan 2019 - Aug 2019 Bangalore, India
<ul style="list-style-type: none"><li>• Shadowing different tasks with key specifications.</li><li>• Knowledge Transfer for handling day-to-day events.</li><li>• Develop Knowledge of assigned solutions, technologies, processes and systems.</li></ul>	

## PROJECTS AND CERTIFICATIONS

<b>Design Thinking Project - The Kavach Project</b> Prof. Jhumkee Iyengar, IIT Jodhpur	Jul 2023 - Nov 2023 Kavach: A Privacy Focussed App
<ul style="list-style-type: none"><li>• The objective of this project was to set up an effective, ethical, humane and secure inheritance system for the digital assets that we want to pass on to our successors and educate the masses about the same.</li></ul>	
<b>Intro to AR/VR/MR/XR: Technologies, Applications and Issues</b> University of Michigan, Coursera	Jul 2023 - Sept 2023
<ul style="list-style-type: none"><li>• Understanding of the conceptual and technological differences between VR, AR, MR, and XR. Summarize the XR technology landscape in terms of platforms, devices, applications, and tools.</li></ul>	
<b>Google UX Design Professional Certificate — Online</b> Made by Google, Coursera	Jan 2020 - Apr 2020
<ul style="list-style-type: none"><li>• Completed rigorous training designed for entry-level job readiness.</li><li>• Topics included UX research fundamentals, inclusive design, wireframes and high-fidelity prototypes.</li></ul>	
<b>Other Portfolio Projects</b> <ul style="list-style-type: none"><li>• <b>Behance Link</b> <a href="#">🔗</a> : Some of my projects</li></ul>	

## ACHIEVEMENTS

<b>INAE Pre-Conclave</b>	Third Prize in INAE (Indian National Academy of Engineering) Pre-Conclave for 'Town Planning' conducted at IIT Kharagpur	June 2018
<b>Certificate of Excellence</b>	Finalist of National Level Mega Debate conducted by Bengal National Chamber of Commerce and Industry (BNCCI).	Oct 2019
<b>Fine Arts</b>	Trained in Fine Arts (Up to 4th year) from Sarbabharatiya Sangeet-o-Sanskriti Parishad.	

## DESIGN AND TECHNICAL SKILLS

<b>Programming languages:</b> C++, C, Python, C#, Unity	<b>Web Technologies:</b> HTML, CSS, Three.js, JavaScript
<b>Design Skills:</b> Figma, Adobe XD, Illustrator, Photoshop, Blender, Webflow, UX/UI Design, Graphic Design, Procreate	<b>Miscellaneous:</b> MySQL, Git, Heroku, Vercel, Netlify
<b>Soft Skills:</b> Teamwork, Problem Solving, Communication	

## RELEVANT COURSEWORK

**Design Thinking:** Empathy, User-Centric Design, Iterative, Prototyping, Problem Framing, Human-Centered Design, Divergent and Convergent Thinking, Prototype Testing, Design Sprints, Double Diamond Process, Storytelling, Visual Thinking, Rapid Prototyping, Systems Thinking, Feedback Loops

**3D Visualization:** Form Generation, 3D Modelling, Material Handling, Art Installation.

**XR Design:** Immersive Design, Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), Haptic Feedback, Head-Tracking, Gesture-Based Interaction, User Interface (UI) in XR, User Experience (UX) in XR, Field of View (FOV), Teleportation Navigation, Immersive Storytelling, User-Centered XR Design, Ethical XR Design, Accessibility in XR, XR Prototyping

## POSITIONS OF RESPONSIBILITY

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**Design Head, TedxIIT Jodhpur:**

Graphic Design, Poster Design, Brochure Handling,

Oct 2023 - Jan 2024

**Design Team Member, Intellia@IIT Jodhpur:**

Designing Posters, Brochure

Sept 2023 - Nov 2024

**Committee Member, Inspirit (the annual Departmental Fest of Techno Main Saltlake):**

Handling Events and volunteering works.

Mar 2018

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## PORTFOLIO AND RELEVANT LINKS

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**Room-Folio Link:**

Souparna Roy | RoomFolio

**Behance Link:**

knorrsoupy | Behance

**Github Link:**

knorrsoupy | Github

**Linkedin Link:**

Souparna Roy | Linkedin

**Digital Artwork Link:**

knorrsoupy | Instagram

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