SOUPARNA ROY

Bē knorrsoupy | **in** Souparna Roy | ✈ souparnarroy@gmail.com | ☎ +91-9475525558 | ⌘ Personal-website

INTRODUCTION

XR Designer with a software engineering background. Skilled in design thinking, user research, and programming, creating seamless digital experiences.

EDUCATION

Indian Institute of Technology, Jodhpur, India　　　　　　　　　　　Jul 2023 - Jun 2025
Master of Design in XR Design (Extended Reality)　　　　　　　　　GPA: 8.93/10.0 (1st Year)

Techno India Saltlake, India (affiliated to MAKAUT)　　　　　　　Jul 2016 - Jun 2020
Bachelor of Technology in Information Technology　　　　　　　　　　GPA: 8.58/10.0

EXPERIENCE

TCS Interactive　　　　　　　　　　　　　　　　　　　　　　June 2024- July 2024
XR Designer, Internship　　　　　　　　　　　　　　　　　　　　Remote, Chennai
- Created and developed a gamified Virtual Reality(VR) Experience focused on ERP(Exposure and Response Prevention Therapy) for people with Contamination Type OCD (Obsessive-compulsive disorder).
- UX Design,UI Design, Game Design, Principal Research on contamination type OCD.

Oracle Cerner　　　　　　　　　　　　　　　　　　　　　　　Aug 2020 - Aug 2023
Software Engineer 1, Full-Time　　　　　　　　　　　　　　　　　Kolkata, India
- Creating Hospital Extract Reports for different clients for In-Patient and Out-Patient using PL/SQL.
- Helped designing Internal Tools like Time Reporting and Knowledge Repository Tools using HTML and CSS.
- Creating and Managing Code Specifications for different clients in NY and Kansas.
- Participate in code reviews and identify basic issues and help provide solutions.

Cerner Corporation　　　　　　　　　　　　　　　　　　　　　Jan 2020 - June 2020
Software Intern, Internship　　　　　　　　　　　　　　　　　　　Bangalore, India
- Shadowing different tasks with key specifications.
- Knowledge Transfer for handling day-to-day events.
- Develop Knowledge of assigned solutions, technologies, processes and systems.

DESIGN PROJECTS

Vikranth: A Mixed-Reality Shooting game　　　　　　　　　　　Jan 2024 - May 2024
Prof. Pranjal Pratim Borah, IIT Jodhpur　　　　　　　　　　　　　Vikranth MR
- The objective of this project was to build a gaming experience in mixed reality environment.It is essentially a fps game. It takes advantage of Unity's XR interaction toolkit and AR Foundation.
- Key Highlights of this game: Immersive Game play – Environmental Awareness – Immersive Spatial Audio – Haptic and Audio Feedback.

Lumos VR: A Virtual Reality Experience　　　　　　　　　　　Jan 2024 - May 2024
Prof. Pranjal Pratim Borah, IIT Jodhpur　　　　　　　　　　　　　Lumos VR
- The goal of this project is to craft a captivating VR experience designed specifically for children, offering them an immersive journey into their cherished childhood memories of catching fireflies in the enchanting night.

Design Thinking Project - The Kavach Project　　　　　　　　　Jul 2023 - Nov 2023
Prof. Jhumkee Iyengar, IIT Jodhpur　　　　　　　　　　　　Kavach: A Privacy Focused App
- 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.

CERTIFICATIONS

Intro to AR/VR/MR/XR: Technologies, Applications and Issues　　Jul 2023 - Sept 2023
University of Michigan, Coursera
- 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.

Google UX Design Professional Certificate — Online　　　　　　Jan 2020 - Apr 2020
Made by Google, Coursera
- Completed rigorous training designed for entry-level job readiness.
- Topics included UX research fundamentals, inclusive design, wireframes and high-fidelity prototypes.

ACHIEVEMENTS

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

DESIGN AND TECHNICAL SKILLS

Web Development: C++, C#, JavaScript, CSS, HTML
XR Design Tools: Figma, Bezi, Shapes XR.
Programming Languages: C++, C#

Design Skills: UX Design, XR Prototyping, Visual Design.
Game Engine: Unity, Godot, Play-canvas
Misc: MySQL, Git, Heroku, Vercel, Netlify

RELEVANT COURSEWORK

Semester One : Design Thinking, User-Centric Design, Prototyping, Problem Framing, Human-Centered Design, Prototype Testing, Design Sprints, Double Diamond Process, Storytelling, Visual Thinking, Rapid Prototyping, Systems Thinking ,

Semester Two : Form Generation, 3D Modelling, Material Handling, Environment and Space Design*

Semester Three*: Immersive Design, Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), Haptic Feedback, Gesture-Based Interaction, User Interface (UI) in XR, User Experience (UX) in XR, Locomotion in VR, Storytelling, User-Centered Design, Accessibility in XR*, XR Prototyping

*On-going subjects.

POSITIONS OF RESPONSIBILITY

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

PORTFOLIO AND RELEVANT LINKS

Room-Folio Link:
Souparna Roy | RoomFolio

GitHub Link:
knorrsoupy | GitHub

Digital Artwork Link:
knorrsoupy | Instagram