

# Tamanna

## EDUCATION

Panipat Institute of Engineering & Technology

- Master of Computer Application

2024 – Present (Pursuing)

Panipat Institute of Engineering & Technology

- Bachelor's Degree in Computer Application

2021 – 2024 (CGPA:8)

## SKILLS

### AR/VR Development

- Unity, Blender ( Intermediate)
- ARCore & Vuforia Engine
- 3D Asset Integration & Scene Setup
- UI/UX Design for XR

### Technical Skills

- Programming: Python, SQL, PHP
- Web: HTML5, CSS3, JavaScript
- Databases: MySQL
- Tools: GitHub, APIs

### SOFT SKILLS

- Analytical Thinking & Problem Solving
- Documentation & Report Writing
- Communication & Presentation Skills
- Exploratory Data Analysis (EDA)
- Team Collaboration

### DOCUMENTATION TOOLS

- MS Word / MS PowerPoint
- Canva

## WORK EXPERIENCE

### AR/VR Expert – RyalVerse Technology Pvt. Ltd.

April 2025 – Oct 2025

- Worked as an AR/VR Expert on educational and healthcare-focused AR/XR applications.
- Designed and developed marker-based AR applications using Unity and Vuforia.
- Created, animated, and optimized 3D models in Blender for mobile AR performance.
- Implemented XR UI/UX and interactive workflows using C# scripts in Unity.
- Collaborated with mentors and team members to test, debug, and optimize AR experiences across Android devices.
- Developed student-focused AR educational modules to simplify school-level subjects by converting complete topics into interactive 3D and AR-based visual explanations, improving concept clarity and engagement.

### AR/VR Intern – Majorbeam

Jan- March 2025

- Worked on AR and basic VR application development for educational and interactive use cases, using Unity.
- Assisted in 3D asset integration, scene setup, and XR UI/UX design for AR (real-world tracking) and VR environments.

## PROJECTS

### AR-Based Menstrual Cycle Educational Application

- Developed an image-target based AR app to explain the four phases of the menstrual cycle using interactive 3D models.
- Implemented marker-based AR using Unity and Vuforia with phase-wise model switching via UI buttons.
- Created and optimized 3D models and animations in Blender for mobile AR.
- Used C# scripts to control model visibility, animations, and educational text.
- Tech: Unity, Vuforia, Blender, C#

### XR Virtual Laboratory Application

- Designed and developed an XR-based virtual laboratory for educational use.
- Enabled students to interact with 3D lab equipment and perform experiments in an immersive AR/XR environment.
- Improved conceptual understanding by simulating real lab procedures without physical constraints.

### VR Welding Simulation Project

- Worked on a VR-based welding simulation designed for skill training and safe hands-on practice.
- Simulated real-world welding scenarios in a virtual environment to help learners understand welding processes without physical risk.
- Assisted in setting up VR scenes, basic interactions, and simulation flow using Unity.

### Smart Gate Pass Management System

- Developed a web-based system to streamline and secure student gate pass approvals through real-time tracking and QR-based verification.
- Student Portal: Students can request gate passes with reasons and parental approval.
- Admin Portal: Admins review, approve, or reject requests; approved passes generate unique QR codes.
- Guard Portal: Guards scan QR codes to validate exit permissions in real-time.

## ACHIEVEMENT

### **AR/VR Academic Session Contribution**

Invited by my department at PIET College to deliver an AR/VR awareness and technical session, explaining core concepts, career scope, and practical applications; appreciated by faculty and students.

### **Hackathon Participation & Presentation Development**

- Participated in a college-level Hackathon and collaborated with the team to collect data, analyze problem statements, and design a professional PPT showcasing the final solution.

### **AR/VR Training Program – Student Coordinator ( Panipat Institute of Engineering and Technology)**

- Coordinated with the trainer during a 2-week AR/VR training program, assisted students in hands-on sessions, and supported them in basic AR/VR projects.
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## CERTIFICATIONS

- Certified in AR/VR Technology – RiyalVerse Technology Private Limited
- Java Programming – NPTEL (Govt. of India, IIT)