Anirudh Singh

Product Designer
School Of Design
Indian Institute Of Technology, Jodhpur

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Portfolio
LinkedIn

Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Des. (XR Design)	Indian Institute of Technology, Jodhpur	8.0 (Current)	2024-Present
B.Des. (Fashion Design)	Footwear Design and Development Institute, Noida	7.90	2019-2023
Senior Secondary	ISC Board	82.0%	2019
Secondary	ICSE Board	80%	2017

Experience

- **Mintlabs Events and Production** *June 2025 - July 2025*
  Immersive Media Intern Mumbai, India
  – Worked on immersive media content for XR-based projects, integrating interactive storytelling elements.
  – Collaborated with design and development teams to create engaging prototypes and user experiences.

- **Indian Roars** *April 2025 - May 2025*
  Product Strategy and Development Intern Mumbai, India
  – Contributed to product strategy by analyzing user behavior and identifying market trends.
  – Assisted in developing prototypes and refining features to improve user experience and engagement.

- **Indian Institute of Technology Jodhpur** *Aug 2024 - Present*
  Teaching Assistant Jodhpur, India
  – Working as research associate under Prof. Nimish Vohra and Prof. Shimmila Bhowmick in School of Design.

- **Dashtoon** *February 2024 - May 2024*
  Storyboard Artist Delhi, India
  – Created storyboards that translated scripts into visual sequences, enhancing narrative flow and pacing for interactive and cinematic projects.
  – Collaborated closely with writers, directors, and fellow artists to shape story arcs, visual tone, and character development.

- **Freelance Artist** *August 2020 - October 2023*
  Storyboard/Game Artist Delhi
  – Developed concept art, promotional materials, and in-game assets for diverse genres (e.g., fantasy, sci-fi, horror).
  – Collaborated with writers, animators, and designers to create cohesive narratives and world building.

Projects

- **Pose Estimation Model for Yoga App**
  Tools: MediaPipe, OpenCV, Python, Unity
  – Designed and developed a real-time pose estimation model using MediaPipe to track human movement for gesture-based interactions in experimental XR setups.

- **MinesweeperVR**
  Tools: Unity, XR Toolkit, Meta SDK, Figma, Blender
  – Created a VR adaptation of the classic Minesweeper game with hand-tracking, 3D spatial puzzles, and immersive feedback systems.

- **Team Management Website**
  Tools: Figma, Gemini, HTML
  – Designed a responsive website to streamline team management with features for task allocation, scheduling, and communication.

- **Dilemma (VR Film)**
  Tools: Premiere, Reaper, Figma
  – Created and directed narrative-driven VR film exploring moral ambiguity, combining Insta360 visuals with spatial audio in Reaper.

Skills

- **Interactive Media Tools:** OpenFrameworks, TouchDesigner, Stable Diffusion, ComfyUI.
- **Communication:** Storyboarding, visual storytelling, team collaboration
- **Design:** Photoshop, Illustrator, Figma
- **Game Engines:** Unity, Unreal
- **3D Sculpting:** Blender, Z-Brush, Substance Designer, Marmoset, Keyshot
- **Problem Solving:** Analytical thinking, creative solutions, user-centered design