

# Mohd Anam

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## Professional Experience

### Assistant Professor (AR/VR)– ADYPU(Veloces), Pune

Nov 2025 –Present

- Assistant Professor in AR/VR, teaching immersive technologies and interactive simulation development.
- Skilled in Unity and XR workflows with experience mentoring students on real-world projects.

### AR/VR Content Developer – SimInsights Inc. Hyderabad

July 2024 – April 2025

- Developed immersive simulations across education, healthcare, manufacturing, robotics, business, and hospitality, with cross-platform deployment for MR, VR, desktop, Android, and iOS.
- Authored educational simulations to enhance learning outcomes and skill development.
- Worked effectively in diverse teams, ensuring high-quality simulations and timely project delivery.

### Unity AR Developer – Divine Lab, IIT-Delhi

Aug 2022 – April 2023

- Collaborated with a team of UI/UX designers to create a suite of **AR-based apps** under the aegis of IIT Delhi for pre-primary school children and delivered to CSC Bal Vidyalaya. .
- Coordinated with a group of designers to create custom **alphabet marker** booklets and **3D models** for the apps.
- Worked with students and teachers of CSC Bal Vidyalaya to test the prototype apps and collected feedback to improve the prototypes.

### Unity AR Intern – Divine Lab, IIT-Delhi

March 2022 - July 2022

- The project's aim is to study the application of immersive technology in early childhood development. .
  - My role in this study is to systematically investigate and develop mobile applications in which augmented reality (AR) can be used to support school education, aimed at students aged 3-6.
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## PROJECTS

**Alphabets\_in\_AR:** It is an Augmented Reality app which focuses on augmenting 3D models by scanning related to alphabet marker, creating an engaging learning experience. Developed three versions:

- **Version 1:** (English\_Alphabet) [YouTube Demo](#) | [GitHub](#)
- **Version 2** (Hindi Varnamala): [YouTube Demo](#) | [GitHub](#)
- **Version 3** (Multi-Model Alphabet): Shows multiple 3D models for each letter (e.g., A → Airplane, Arrow, Astronaut, Axe) [YouTube Demo](#) | [GitHub](#)

### Animal AR

- The Augmented Reality Animal Interaction App is an innovative and engaging application that brings a variety of 3D animals to life through augmented reality technology.
  - Users can interact with 12 different animals by pointing their device's camera at specific image targets, providing an immersive experience with realistic animations and behaviours. [Youtube Demo\(Playful Rabbit\)](#)
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## SKILLS

- **Software:** Unity 3D, Visual Studio
  - **XR Technologies:** Augmented Reality, Virtual Reality, Mixed Reality
  - **Language:** C, C#, Core Java, HTML, CSS
  - **AR/VR Tools & Devices:** Vuforia, AR Foundation, AR Core, Oculus quest 2 & 3
  - **Version Control:** Git, GitHub
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## EDUCATION

### Master of Computer Application

July 2019 -May 2022

Mahatma Jyotiba Phule Rohilkhand University, Bareilly, Uttar Pradesh  
GPA: 8.7

### Bachelor of Science

July 2014 -May 2017

Dr Rammanohar Lohia Avadh University, Faizabad, Uttar Pradesh  
55%

### Higher Secondary (12th)

July 2012 -May 2014

Adarsh Janta Inter college (UP Board) Tanda, Ambedkar Nagar  
83.2%

### Secondary (10th)

July 2010 -May 2012

Adarsh Janta Inter college (UP Board) Tanda, Ambedkar Nagar  
76%