

Mohd Anam

mohdanam786th@gmail.com | (+91) 8887816322 | [Portfolio : mohdanam.github.io](https://github.com/mohdanam) | [linkedin/mohd-anam](https://www.linkedin.com/in/mohd-anam)

Profile Summary

AR/VR Content Developer & Trainer with 2+ years of experience in Unity & AR/VR development and 5+ years of teaching & mentoring. Skilled at delivering engaging, project-based workshops in AR/VR Development. Passionate about making students learn by doing and helping them build projects.

Teaching & Mentorship Experience

Private Tutor, College Mentor & Technical Guide : Computer Science, and programming basics to high-school students; trained 50+ college students in programming and emerging technologies; mentored interns in AR/VR workflows.

AR/VR Content Developer – SimInsights Inc. Hyderabad

July 2024 – Present

- Developed immersive simulations across education, healthcare, manufacturing, robotics, business, and hospitality, with cross-platform deployment for MR, VR, desktop, Android, and iOS.
- Collaborated with 3D designers to create detailed simulations, overseeing testing and contributing to QA for quality control.
- 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.
- Completed user research to identify potential features that can be implemented in the app.
- 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