

Souparna Roy

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Professional Summary

UX/XR Designer with 3+ years of software development experience and expertise in Extended Reality, User Experience Design, and Human-Computer Interaction.

Education

Indian Institute of Technology Jodhpur

Master of Design in XR Design (Extended Reality)

• CGPA: 9.20/10.0

• Relevant Coursework: Human-Computer Interaction, User Experience Design, VR/AR/MR

Jodhpur, India

July 2023 – June 2025

Techno India Saltlake (MAKAUT)

Bachelor of Technology in Information Technology

• CGPA: 8.58/10.0

• Relevant Coursework: Data Structures, Database Management, Software Engineering

Kolkata, India

July 2016 – June 2020

Experience

Siemens Technology

Technical Intern - UX/XR Designer

- Designed and developed XR systems for industrial metaverse and digital twin applications
- Created intuitive user interfaces and spatial navigation systems for XR usability
- Utilized Unity, C#, and XR development tools to prototype immersive experiences

Bangalore, India

January 2025 – Present

TCS Interactive

XR Designer Intern

- Developed gamified VR therapy application for Contamination Type OCD using ERP Therapy
- Designed user experience and interface components that reduced user onboarding time by 25%
- Conducted user research, usability testing, and iterative design improvements

Remote, India

May 2024 – June 2024

Oracle Health

Software Engineer 1

- Developed Hospital Extract Reports using PL/SQL, reducing report generation time by 30%
- Revamped internal tools and applications to enhance operational efficiency
- Collaborated with healthcare professionals to understand requirements and implement solutions

Kolkata, India

August 2020 – August 2023

Cerner Corporation

Software Intern

- Develop and execute knowledge of assigned solutions, technologies, processes and systems.

Bangalore, India

Jan 2020 – July 2020

Projects

XR Design System: Industrial Metaverse | Unity, C#, XR Interaction Toolkit

- Designed and developed a comprehensive XR design system enabling faster prototyping and consistent UI/UX across industrial metaverse applications
- Authored detailed documentation with design principles, reusable prefabs, interaction logic
- Collaborated with cross-disciplinary teams to validate usability and ensure scalability for enterprise-level XR solutions

Kavach:A Privacy-Focused Application | UX Design, User Research, Figma, Prototyping

- UX Designer responsible for posthumous data transfer and digital asset management application
- Conducted user interviews, created personas, and developed user journey maps
- Designed intuitive interface for sensitive data handling with focus on privacy and security

Technical Skills

XR Technologies: Unity 3D, Godot, XR Interaction Toolkit, Vuforia, ARCore, ARKit

Design Tools: Figma, Adobe Suite, Blender, ShapesXR

Web Technologies: HTML5, CSS3, JavaScript, React, Node.js, MySQL, C++, C#

Development Tools: Git, GitHub, Visual Studio, Heroku, Vercel, Netlify

Methodologies: Agile, Scrum, Design Thinking, User-Centered Design, Usability Testing, User Research, Prototyping,

Soft Skills: Problem Solving, Project Management, Collaboration

Certifications and Achievements

Patent Filed (Design Registration):

April 2024

- Participatory Advertisement Installation

INAE Pre-Conclave(by IIT Kgp)

April 2020

- 3rd Prize in Town Planning

Introduction to AR/VR/MR/XR: Technologies, Applications and Issues

July 2023 – September 2023

- Experience with XR Interaction Toolkit, Vuforia, and Blender for AR/VR development

Google UX Design Professional Certificate

January 2020 – April 2020

- Gained expertise in user research methodologies, wireframing, and prototyping techniques