

Ashish Dubey

New Media Designer & Creative Technologist | ashish-dubey.com

Work Experience

Studio 1377 Production Assistance Assisted in making of Kinetic Sculpture project '448 Spheres'	2023
Photon Interactive AR Consultant Web AR experience for L'oreal CeraVe using 8th wall	2021 – 2022
Studio IF Wildlife Trust of India PQC India XR Developer, UX & Game Designer Built immersive interactive installations for Kaziranga Discovery Park to raise awareness about Elephant-Train accidents	2020 – 2021
Quicksand Design Studio Game Design and Development Consultant Provided technical assistance in building installations for Mann Mela - a travelling exhibition on Mental Health	2020
Samsung R&D Institute India XR UX Design Intern XR Research & Conceptualization	2019
Integrated Design Services @ NID Design Associate & Developer Development of 2 Interactive Intstallations for Ajit-Vivek museum, a biographical museum on life of Swami Vivekananda	2017
Imrge VR VR Consultant Google Cardboard & Daydream prototypes for Dinosaurs In the Wild	2017
New Media Consultation @ NID Freelance Design Consultant & Developer Contributed to design and prototype development for student projects in VR, AR, holographic displays, and Interactive Installations	2016 - 2018
PlayLab India AR Developer Developed MagicAR Christmas, using Unity and Vuforia, allowing players to decorate a Christmas tree through AR image cards	2016

Achievements

MIT Reality Hack Selected in MIT's annual XR hackathon (online track) - Hacking the Hack	2022
Unity Student Ambassador Selected as Unity Student Ambassador	2019
Winner @ Nasscom Design4India Eduloom a Mixed Reality project was winner of Nasscom Design4India awards in Immersive category	2018
Received the Prince Claus Fund Project HInT, a location-based AR game for UNESCO world heritage site Qutub Minar, received the prestigious Prince Claus Fund	2017
9th @ IndiaHacks, GameDev track Achieved 9 th place nationwide in IndiaHacks 2016 GameDev Hackathon by HackerEarth for Save The Kitty	2016

Education

XR Design Fellowship XR Bootcamp	2023 - 2024
Masters in New Media Design National Institute of Design	2017 - 2022
Bachelors in Information & Communication Technology Dhirubhai Ambani Instiutute of Information & Communication Technology	2012 - 2016

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Game On Studio	2016
Game Designer and Developer	
Developed Save the Kitty, an endless runner game where players save a cat from a deadly crushing machine	
Tata Consultancy Services	2015
Game Developer Intern	
Developed Catch the Tailgaters, a game to instill TCS core values in employees	

Teaching / Mentoring Experience

Circle3 Residency @ Sensistan	
Resident Mentor	2024
Provided mentorship for the New Media Arts residency conducted by Sensistan	
Visiting Faculty @ National Institute of Design	
M. Des. Toy and Game Design	2023, 2022
Experience Prototyping - Introduction to AR - VR	
M. Des. Transportation and Automobile Design	2023
XR Design Workshop - Introduction to Gravity Sketch	
M. Des. New Media Design	2017
New Media Design Studies - VR workshop	
M. Des. Toy and Game Design	2017
Creative workshop-II	
M. Des. New Media Design	2016
Interactive Art	
Visiting Faculty @ Woxsen University	
B.Des. Product Design	2023, 2022
Extended Reality Workshop	
Guest Faculty @ Srishti Institute of Art, Design and Technology	
Elective course for PG students	2021
Future of Interaction Design	

Certifications

Unity Certified Associate	2019 - 2021
Unity Technologies	
Introduction to Game Development	2015
Unity Technologies	
Creative, serious & playful science of android apps	2014
Coursera	
An introduction to interactive programming in Python	2014
Coursera	