Arindam Shiva Tripathi

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EDUCATION

University of Maryland (UMD) — *College Park, MD, USA*
Master of Science in Human-Computer Interaction (HCIM) — *Aug 2025 – May 2027 (Expected)*
- 4.0 GPA

National University of Singapore (NUS) — *Singapore*
Bachelor of Engineering in Computer Engineering, Minor in Business Management — *Aug 2019 – Jul 2023*
- Concentration in Interactive Digital Media; graduated with honors

EXPERIENCE

L'Oréal Singapore — *Singapore*
Data Analytics Specialist (Full-Time) — *Jul 2023 – Aug 2025*
- Built and scaled a ML-based planning tool suite supporting 200+ planners across 10+ APAC markets, leading to a 24% improvement in promotional efficiency
- Implemented core metrics and workflow logic iteratively in collaboration with transversal international teams
- Standardized cross-market reporting views and data definitions while adapting to local operating constraints

Enterprise Architecture Intern — *May 2022 – Sep 2022*
- Designed Power BI dashboards to monitor application usage across APAC, reducing time to access insights by 90%
- Improved internal tool discoverability for 50+ users by creating a Power Platform storefront to access data

SP Digital — *Singapore*
Full Stack Developer Intern — *Jun 2021 – Dec 2021*
- Shipped 150+ production React/JavaScript pages for customer-facing workflows, improving navigation clarity and contributing to a 20% reduction in support tickets
- Performed QA and debugging on an internal Golang portal, validating end-to-end flows and resolving bugs

PROJECTS

Niantic Spatial AR — XR Club Project Lead — *Unity, C#, Niantic Spatial SDK* — *Mar 2026 - Present*
- Selected for competitive university–Niantic partnership to develop location-aware mobile AR applications
- Leading a 3-person team to prototype spatially anchored AR systems using Unity and Niantic's Spatial SDK
- Designing interaction logic around geospatial anchors and real-time environment mapping on mobile hardware

ShooT_IT — AR Laser Tag System — *Unity3D, C#, MQTT, Vuforia* — *Jan 2022 – May 2022*
- Engineered a real-time AR laser tag system integrating physical hardware with Unity-based gameplay using MQTT for event synchronization and multiplayer gameplay
- Implemented custom haptic feedback using the phone's vibration motor to reinforce hit detection and improve perceived system responsiveness
- Structured interaction state logic to maintain gameplay consistency across components

VR Heatstroke Education Simulator — *Unity3D, C#, XR Interaction Toolkit* — *Mar 2023 – May 2023*
- Developed an immersive VR training simulation using joystick locomotion and object snapping mechanics to reduce interaction friction for younger users, who are our target demographic
- Designed interaction flows and cues to guide task completion while minimizing cognitive and motor load

Pico Game Jam — VR Flight Game — *Unity, Pico XR SDK, C#* — *May 2023 – May 2023*
- Built and deployed a VR game to Pico 3 using Unity and Pico XR SDK, implementing arm-flapping locomotion by mapping controller motion to physics-based flight mechanics
- Handled real-time input processing and physics interactions to enable stable mid-air control and collision response

LEADERSHIP EXPERIENCE

ECE Undergraduate Student Council — Vice-President — *Singapore* — *Aug 2020 – Aug 2023*
- Led annual ECE Career Fair with 29 industry partners, increasing student attendance by 30% through data-informed outreach and messaging strategy

TECHNICAL SKILLS

XR & Interactive Systems: Unity3D, C#, Pico XR SDK, XR Interaction Toolkit, Vuforia, MQTT
Programming and Data: C#, JavaScript, C/C++, Python, SQL, Power BI
Tools & Platforms: Git, Docker, Jupyter Notebook, Android Studio, Google Cloud Platform
Certification: Google Cloud Certified – Cloud Digital Leader (Dec 2023)