MANDVE SINGHA ROY

Extended Reality(XR) Developer

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📍 Sundbyberg, Stockholm

EDUCATION

**Student - Animation & VFX
Futuregames - Stockholm**
Aug 2024 - May 2026

**Student - UI/UX Upskill Course
Hyper Island - Stockholm**
Aug 2024 - June 2025

**Student - XR Creative Developer
Hyper Island - Stockholm**
Aug 2023 - March 2025

**Post Graduate in International
Business Marketing - India**
Aug 2008- March 2010

**Bachelor of Commerce -
Accounts & Economics - India**
April 2005- March 2008

ABOUT ME

I am an XR enthusiast passionate about AR, VR and MR development, as well as animation and VFX. I believe in the potentials of immersive technologies to create meaningful & impactful experiences. By integrating UI/UX design and storytelling, I aim to create products that forge lasting connections with users, always driven by research to guide my development process.

LANGUAGE

English - Proficiency

Swedish - Svenska som Andraspråk på Grundläggande 2
        Bachelor's Level 1 - Dalarna University

WORK EXPERIENCE

Internships Nordea & Raoul Wallenbergskolan - Sweden	Total = 10 Months
Business Analyst IT Industry - India	Total = 3 Years
Adminitrative Assisstant Tesco & NHS - United Kingdom	Total = 2 Years

SKILLS

VR/MR/AR Development

Game Engines: Unreal & Unity

3D Modelling & Texturing: Blender & Substance Painter

Design Skills: Animation, VFX, Level Design & Environment Design

Creativity: UI/UX & Storytelling

Prototyping & Collaboration: ShapesXR, Figma, Miro, Trello & GitHub