

PRADYUMNA PANIKKER

XR Designer & Technical Specialist

Edinburgh, United Kingdom | pradyumnapanikker95@gmail.com | +44 7767961946 |
linkedin.com/in/pradyumnapanikkerxr/

- 7+ years of experience developing high-quality immersive content for premium interactive solutions using XR and other real-time and emerging technologies.
 - Expertise in the designing, developing and optimising high-quality 2D and 3D assets and environments, balancing visual fidelity with functionality across different digital platforms.
 - Collaborated in the design and delivery of 15+ interactive enterprise solutions in XR.
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WORK EXPERIENCE

Specialist Technician – Immersive Technology

November 2023 – Present

University of Edinburgh, Edinburgh, United Kingdom

- Delivered 30+ workshops, 50+ inductions, providing technical instruction for interactive and immersive projects to students and staff across various art and design fields.
- Authored detailed documentation for technical workflows, risk assessments, and procured industry-standard tools for learning and development.
- Co-supervised a Virtual Production training programme, overseeing VAD and Stage Operation teams while supporting CoSTAR researchers and external clients.

Production Art Manager

January 2022 – July 2022

AutoVRse, Bangalore, India

- Supervised 2D/3D asset design, development, and optimisation for VR/AR/Web3D enterprise simulations, driving company growth and product sales.
- Streamlined development processes with Design and Programming teams to deliver high-quality interactive applications with reduced development time.
- Recruited and trained 3D artists/designers, expanding the 2D/3D production team to ensure high-quality, scalable XR output.
- Led production of virtual showroom and optimised 3D product replicas for web platforms.

Senior Designer & Production Artist

January 2021 – January 2022; June 2019 – May 2020

AutoVRse, Bangalore, India

- Directed 3D/UX design and production for VR/AR/Web3D marketing and training experiences.
- Established 2D/3D optimisation workflows and visual standards for mobile VR/AR applications, improving application performance and user accessibility.
- Co-developed asset/environment optimisation for browser-based apps.
- Delivered client proposals—storyboards, wireframes, XR prototypes—securing long-term projects with global B2B/B2C clients.

Production Artist on District M

January 2021 – January 2022; June 2019 – May 2020

AutoVRse, Bangalore, India

- Translated concept art into game-ready 3D assets and environments for the studio's debut VR game.
- Collaborated with programmers to optimise the title for tethered and mobile VR devices, elevating experience performance and accessibility.

Junior Designer & Production Artist

May 2018 – June 2019

AutoVRse, Bangalore, India

- Designed and developed high-fidelity 3D environments for enterprise VR training and marketing simulations.
- Composed storyboards and assisted in premium interactive VR project proposals.

EDUCATION

Virtual Production Fellowship Programme

December 2023 – June 2024

Final Pixel Academy, Scotland, United Kingdom

- Acquired professional skills as a Stage Operator for ICFX Virtual Production with live project experience.

MA Immersive Media

September 2022 – September 2023

Liverpool John Moores University, Liverpool, United Kingdom

- Awarded The Lynda La Plante Fund Prize for Outstanding Student in April 2024.

UI/UX Hands-On Training

July 2023 – August 2023

Kreativstorm

- Completed with enhanced proficiency in UI/UX design and user research methodologies.

Bachelor in Architectural Design

August 2013 – May 2018

R.V College of Architecture

- Nominated to COA-NIASA Student Thesis Competition for "The Lost Orchestra - A Revival of Jazz."

PROFESSIONAL SKILLS

- **Managerial:** Problem-Solving & Adaptability | Project Management | Communication | Leadership
- **Technical:** Art Direction | Spatial Design & Development | UI/UX Design | Game Optimisation | Visual Scripting & Prototyping | 2D & 3D Asset Development | 3D Scanning & Development

SOFTWARE SKILLS

- Figma | Unreal Engine | Unity | Blender | Reality Scan | Substance Painter | Adobe Premier Pro