

PRADYUMNA PANIKKER

XR Designer, Technical Specialist & Educator

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- 8+ years designing and optimising real-time interactive experiences in VR, AR, WebXR and game engines for enterprise and education.
- Proven track record leading asset pipelines, technical art, and performance optimisation for cross-platform projects in Unreal Engine and Unity.
- Adept at guiding multidisciplinary teams, establishing technical standards, and delivering high-fidelity 3D environments and tools for VR, MR and real-time applications.

CORE COMPETENCIES

- **Real-time Environment & Level Design:** 3D environment design and development, level design and optimisation for cross-platform development
- **Technical Art, Pipelines & Performance Optimisation:** Asset pipelines, 2D/3D production and development workflows, shader development, scene lighting workflows, rendering optimisation
- **Client & Stakeholder Engagement:** Project scoping, estimation, pitches, technical presentations
- **Team & Capability Development:** Mentoring, technical direction, workflow standardisation, rendering optimisation
- **Emerging Technologies:** Virtual production, Photogrammetry, Gaussian Splatting, WebXR, MR

SELECTED 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.
- Provided hands-on technical leadership on complex immersive projects, balancing visual fidelity with performance across VR, MR, and real-time 3D environments.

Production Art Manager

January 2022 – July 2022

AutoVRse, Bangalore, India

- Supervised a multidisciplinary team of 2D/3D artists and designers, delivering optimised assets and environments for VR/AR/WebXR enterprise simulations.
- 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.

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.

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 & TECHNICAL SKILLS

- **3D & Real-Time Tools:** Unreal Engine, Blender, Substance Painter, Reality Scan, Figma, Unity, TouchDesigner
- **Workflows:** Design and Development for VR/AR/MR, 3D Scanning, Stage Setup and Operation for Virtual Production, Motion Tracking and Capture, Visual Scripting, Performance Optimisation
- **Leadership & Delivery:** Team Mentoring, Technical Standards, Workflow Documentation, Project Scoping, Client Presentations