

Edwin Meleth

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[Portfolio](#) · [LinkedIn](#) · [GitHub](#)

SUMMARY

M.Des. candidate at IIT Jodhpur with 2.5+ years of full-stack development at IQVIA, delivering enterprise pharma platforms for Amgen, Boehringer Ingelheim, and Takeda. Works across XR interaction design, AI-integrated product design, and human-centered design, with hands-on engineering experience from research to production deployment. Seeking roles in AI product design, product design, and XR design.

EXPERIENCE

Imersive.IO

Chennai, India (Remote)

Product Development Intern

Jun. 2025 – Aug. 2025

- Designed and developed a stylist-facing data collection interface for structured input of size recommendations across clothing permutations, with export functionality to generate training data for an AI sizing model.
- Built a real-time face-based height estimation component using Google MediaPipe, translating a published facial-proportion algorithm into a working web prototype.

IQVIA

Kochi, India (Hybrid)

Associate Software Developer

Oct. 2021 – Jan. 2024

- Key full-stack developer on Supply Integrity Management System (SiMS), an enterprise pharma supply chain platform; delivered implementations for Amgen (Wave 2), Boehringer Ingelheim (Wave 1), Sandoz (Wave 1), and Takeda (Wave 2 and 3); received the IQVIA IMPACT Ovation Award for technical excellence and deployment ownership.
- Took ownership of UI/UX decisions with no dedicated designer on the team; applied Gestalt proximity principles to button grouping and layout, and proposed a persistent status column replacing toast notifications, which was adopted after toasts caused users to lose track of rejected items.
- Participated in client requirements sessions; translated usability concerns into Angular front-end implementations with ASP.NET API layers and SQL stored procedures across development, UAT, and production environments.

Intern

Apr. 2021 – Oct. 2021

- Completed a 6-month internship in Angular, ASP.NET, and SQL; joined as Associate Software Developer at internship completion.

PROJECTS

Aam | *Unreal Engine 5, Figma* | VR Usability Engineering Project

- Designed a minimalist VR experience using comfort heuristics (teleportation locomotion, hand-ray selection); ran a pilot study, iterated across 3 versions, and conducted a Nielsen heuristic evaluation with 3 independent evaluators.
- Validated final redesign with a Likert-scale questionnaire across 5 dimensions; redesigned 6 interface aspects including HUD, onboarding, and colour-blind accessibility.

Digimal | *Unity, C#, Figma, Procreate* | AR Interaction Design, Meta Quest

- Designed an AR virtual pet for Meta Quest with a full UX framework: persona, information architecture, task flow, and a state-based interaction model driven by health and affection variables.
- User testing showed a life-sized AR dog with no interactivity still triggered physical touch attempts and empathy, supporting a presence-first approach to XR design.

ARuler Redesign | *Figma* | AR App Usability Study, Android

- Structured usability study with 5 participants across 3 tasks; found 11 issues spanning interaction gaps, iconography errors, and spatial feedback failures.
- Produced 9 evidence-based redesign proposals documented as annotated screenshots of proposed interface changes.

Who VR | *Photoshop* | 360-Degree VR Film, in assoc. with IMXD Lab IDC IIT Bombay

- Co-director, writer, art director, and poster designer on a 360-degree VR narrative film applying Kuleshov montage theory to immersive media.
- Screened at IIT Jodhpur's Immersive Realities VR Film Show to 30+ attendees; used spatial wireframes pre-shoot and contributed VFX concept direction.

LucidPast | *Python, Apple Depth Pro, Depth Anything V2, Open3D* | [GitHub](#)

- Built a pipeline (AI-assisted) converting 2D archival photos to 3D meshes; chose Apple Depth Pro over Depth Anything V2 after testing both across 10 archival images, based on portrait fidelity.
- Designed a conceptual gaze-driven XR navigation framework with a 3-act thematic narrowing algorithm, spatial voice annotation, and multi-user spaces.

TECHNICAL SKILLS

UX & Design Methods: Interaction Design, Design Thinking, User Research, Heuristic Evaluation (Nielsen), Usability Testing, Prototyping, Wireframing, Storyboarding, User Flows, Information Architecture, Iterative Design, Gestalt Principles, Accessibility Design

Design & Prototyping Tools: Figma, Unreal Engine 5, Unity, Meta Quest 2/3, Adobe Photoshop, Procreate, DaVinci Resolve, Blender (basic 3D modelling)

AI & Computer Vision: Apple Depth Pro, Depth Anything V2, Google MediaPipe, Open3D, Google Antigravity, Cursor, Figma Make

Development: JavaScript, TypeScript, HTML/CSS/Bootstrap, Angular, ASP.NET (C#), SQL, Python

EDUCATION

Indian Institute of Technology, Jodhpur

Master of Design (M.Des.), CGPA: 8.03

Jodhpur, India

2024 – Present

Mar Athanasius College of Engineering, Kothamangalam

Bachelor of Technology, Computer Science Engineering, CGPA: 8.14

Kerala, India

2017 – 2021

CERTIFICATIONS & ACHIEVEMENTS

IQVIA IMPACT Ovation Award: Technical excellence and deployment ownership across SiMS for Amgen, Boehringer Ingelheim, and Takeda

2022

Microsoft Certified: Azure Fundamentals (AZ-900)

Microsoft MTA: Database Fundamentals

PCEP, Certified Entry-Level Python Programmer

Coursera: Introduction to Game Design · Character Design for Video Games · Story and Narrative Development for Video Games · Getting Started with Python