# Iram Shaheen

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## Education

09/2023 – 09/2024
Nottingham,
United Kingdom

### Computer Science | MSc
**University of Nottingham**

- Completed a conversion program focused on **problem-solving**, **programming**, **software and game development**, and **mixed reality**.
- Applied **Unity**, **C#**, **SQL**, and **JavaScript** in practical projects

02/2014 – 02/2016
Islamabad, Pakistan

### Electronics | MSc
**Quaid-I-Azam University, Islamabad**

## Work Experience

09/2024 – present
Nottingham,
United Kingdom

### Resident Practitioner
**Virtual and Immersive Studio**

- Applying VR/XR development skills within a studio environment to support immersive production.
- Contributing to sustainability-focused VR experiences, including Terra Nova.
- Designing user interactions and onboarding tutorials for VR applications.
- Exploring emerging technologies such as AI Lens and immersive production workflows.
- Collaborating with creative and technical teams to deliver interactive experiences.

07/2022 – 02/2023
Islamabad, Pakistan

### Software Engineer
**Meelio**

- Improved user experience by optimizing frontend workflows and refining UI interactions
- Delivered key features including a focus timer and ambient sound integration to boost engagement
- Contributed to continuous feature development and performance enhancements across the app

## Projects

07/2026 – 10/2026

### VR Pottery Studio: Hand Tracking
**Funded by Arts Council England, National Lottery Project Grants**

- Independently designed and developed a **hand-tracked VR pottery studio** for **Meta Quest 3**, from wet clay through painting and kiln firing to a display rack, with no controllers.
- Built a **volume-conserving clay solver** and separate interactors for thumbs, fingers and palms using **Unity XR Hands**, with validation that rejects tracking errors.
- Created a **GPU painting system** with glaze, slip and wax layers, pinch-to-hold brushes, stamps, and glaze firing effects.
- Wrote an **automated regression runner** covering 20+ interaction scenarios, and shaped the work through peer feedback sessions.
- Designed a step-by-step tutorial with **ghost hands** and video cards for people new to VR.

**Tools and Languages:** Unity 6, C#, XR Hands, OpenXR, XR Interaction Toolkit, URP, Custom Shaders, Meta Quest 3

### Terra Nova – VR Sustainability Experience

- Developed a VR experience focused on sustainability and immersive storytelling.
- Designed and implemented interactive systems within the prototype.
- Created tutorials to improve navigation and accessibility in VR.
- Built environments aligned with thematic and narrative goals.
- Integrated Gaussian Splatting and 3D video to enhance realism and immersion.

09/2024

### Research – VR Pottery Studio
**University of Nottingham**
https://youtu.be/gKhXP8ibnSw?si=z-rz1UXHWDJYctLl

- Developed a **VR Pottery Studio** using **Unity3D** and **Blender** to study the effect of creative activities on **mood** and **relaxation**.
- Designed interactive pottery stations (shaping, painting, baking) for **immersive user experiences**.
- Conducted user studies and applied **thematic analysis** to evaluate emotional responses.
- Identified challenges like **VR controls** and **physical discomfort**, with recommendations for **future improvements**.

**Tools and Languages:** Unity, C#, VR, XR Toolkit, Meta Quest

### Hot Air Balloon - VR Experience
https://www.youtube.com/watch?v=Pbmff71xj5o

- **Built a VR hot air balloon experience** set in **snowy mountains** and over a **lake**.
- Enabled users to **control balloon speed** and **flight path**.
- Added **interactive objects** within the balloon basket.
- Created an **immersive** and **engaging environment**.

**Tools and Languages:** Unity, C#, VR, XR Toolkit, Meta Quest

### Customised Rummikub

- Collaborated on a Pygame-based computer game, focusing on gameplay and interface.
- Led the development of game mechanics and component integration.
- Developed intelligent algorithm for computer gameplay strategy.

**Tools and Languages:** Python, Pygame

## Skills

**Technical Skills**
React, Javascript, Typescript, Python, HTML, CSS, SQL, Unity, C#, XR Toolkit, XR Hands, OpenXR, Hand Tracking, VSCode, PyCharm, Web and Game development

**Soft Skills**
Problem-solving and analytical thinking, Team player, Adaptability, Self-driven and Resilient

## Interests

Travelling, Swimming, Visual Arts