

Harsh Palan

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Summary

Three years of experience as a creative technologist and full-stack software developer with extensive knowledge and hands-on experience in hardware prototyping, Unreal Engine, creative coding frameworks, and motion capture. Passionate about crafting immersive experiences and always looking for new ways to push the boundaries of immersive technology.

Education

NEW YORK UNIVERSITY

Sep 2022 – May 2024

Master of Science in Integrated Design and Media
GPA: 3.93/4.0

K.J.Somaiya College of Engineering

July 2016 – Oct 2020

Bachelor of Technology in Computer Engineering
GPA: 8.68/10.0

Experience

Creative Technologist, Madwell – Brooklyn, NY

July 2024 – May 2025

- Designated as subject expertise in developing spatial technologies, particularly augmented reality (AR), interactive installations, and virtual production
- Executed 10+ impactful projects for international brands and internal research, combining storytelling with technology
- Led end-to-end execution of design and development of public activations and internal brand projects that reached millions of viewers in digital and physical spaces
- Clients include E.L.F. Beauty, Fernet Branca, Ozium, OpenText, Paper Magazine

Graduate Virtual Production Assistant, New York University – Brooklyn, NY

June 2023 – May 2024

- Worked as an assistant to Prof. Todd Bryant for client and research projects related to Motion Capture, Volumetric Capture, and Unreal Engine and contributed to projects that were showcased at The Metropolitan Museum of Art, Transfer Gallery, and other events at NYU Tandon @ The Yard
- Responsible for Unreal Engine and 3D workshops/seminars for high schools, undergraduate, and graduate students

Graduate Student Research Assistant, New York University – Brooklyn, NY

Oct 2022 – Sep 2023

- Worked alongside Dr. Magdalena Fuentes in developing and maintaining data pipelines for machine learning for the analysis of music and environmental sound datasets
- Responsible for fixing the Soundata Python package to work with Windows, resolving 15+ compatibility issues, and improving accessibility for cross-platform users
- Developed loaders that helped users access and analyze Music Information Retrieval (MIR) datasets for the mirdata Python library

Associate Enterprise Software Engineer, Wolters Kluwer – Mumbai, IN

Oct 2020 – May 2022

- Led the migration of a legacy Ruby codebase to a modern, end-to-end Java Spring application, thereby enhancing system reliability and maintainability
- Designed and implemented an automated virus scanning solution for uploaded files, reducing security vulnerabilities.
- Optimized efficiency by 35-40%, as evidenced by increased file processing throughput and QA testing.

Projects

NYU Future Reality Labs

Jan 2024 – May 2024

- Conducted research as a student under Prof. Ken Perlin's guidance, creating Co-Located Mixed Reality WebXR experiences for shared experiences between digital and physical spaces
- Collaborated with cross-disciplinary teams to design and implement solutions for real-world problems in areas such as physiotherapy and education

V/Recall

Jan 2023

- Led design, development, and experiment iterations for VR application with the motivation to enhance brain cognition for Alzheimer's patients through critical thinking and spatial exploration in an immersive way.

FoodARt

Mar 2019

- Ideated and developed an AR application providing users the functionality to experience the customization made to their food order before placing the order. Used Unity and Vuforia for the AR application and Blender for 3D assets.

Skills

Programming Languages: Python, Java, JavaScript, TypeScript, HTML, CSS, React, Node.js, Spring Boot, P5.js, Three.js

Hardware and Prototyping: Arduino, Raspberry Pi, PCB Soldering, 3D Printing

Other Technologies: Unity, Unreal Engine, Lens Studio, Spark AR, Effect House, After Effects, Blender, Motive, Max MSP, TouchDesigner