ARUN KUMAR JANGIR

Senior XR / AR Designer · 3D Artist · AI-Integrated Design Specialist

+91 9729964584 | studio.arunsharma@gmail.com | Gurugram, Haryana, India
behance.net/arunjangir | linkedin.com/in/arunkumarjangir

PROFESSIONAL SUMMARY

Senior XR/AR Designer with 5+ years of end-to-end experience delivering immersive 3D, AR/VR, and AI-powered design solutions across luxury retail, technology, and events sectors internationally. Specialised in Virtual Try-On (VTO) production — designed and delivered 1,500+ AR-ready assets for global luxury brands including Gucci, Dior, Ray-Ban, Tom Ford, and Versace for a Netherlands-based XR technology company. A rare combination of Mechanical Engineering precision and creative design expertise enables full-pipeline execution from concept to production-ready XR asset. Founder of CreoRealm, a design studio delivering AR/VR and AI-integrated experiences. Currently seeking a senior leadership role to apply deep XR expertise within a high-growth product or agency environment.

WORK EXPERIENCE

Founder & Creative Director · CreoRealm · *Gurugram, India*

2025 – Present

- Founded a creative design studio specialising in AI-powered 2D/3D design, AR/VR production, and immersive brand experiences
- Delivered production and visual design for leading retail brands including Nike and Shree Hari Jewellers
- Managed end-to-end VR filming and 3D asset production for a Government-aided project
- Developed AI-integrated pitch decks and brand design workflows, reducing client turnaround time significantly

Senior Designer · Team Solutions · *Project Basis*

2024 – 2026 · Part-time / Project

- Led pitch-to-production design for 50+ national and international events, exhibitions, and brand activations
- Managed complete indoor and outdoor design pipeline — spatial layouts, production files, and on-ground execution oversight
- Maintained consistent, high-quality creative output across multiple concurrent client projects

3D Character Production Artist · 4way Technology · *Project Basis*

2024 – 2025

- Collaborated with development team on web-based 3D character production for chatreal.ai — a real-time AI avatar platform
- Built and optimised 3D character assets for real-time browser rendering and interactive web deployment
- Contributed to R&D pipeline for next-generation AI-driven 3D character systems

Senior 3D Artist — AR Designer · Tryme Technologies · *Netherlands*

January 2023 – December 2023

- Designed and delivered 1,500+ photorealistic AR glasses models for an international Virtual Try-On (VTO) production pipeline
- Created production-ready AR assets for global luxury brands: Dita, Dior, Michael Kors, Ray-Ban, Gucci, Tom Ford, Versace, Carrera, Giorgio Armani, Saint Laurent, and Oakley
- Maintained dimensional accuracy, material fidelity, and colour precision across all consumer-facing VTO assets
- Collaborated with an international cross-functional team, consistently delivering to tight production timelines

Design Production & Management · Heights Events

2022 – 2023

- Built complete brand identity and design system for Heights Events from the ground up
- Developed Blinkit's creative strategy for a PAN India RWA Activation Campaign — conceptualised and executed all design assets

- Managed creative design and production for DLF movie promotions, brand activations, and advertising campaigns

3D Designer & Motion Graphic Artist · Vieux Advertising Pvt. Ltd.

2021 – 2022

- Delivered 3D visualisations, motion graphics, and animated content for advertising and campaign deliverables
- Supported diverse client briefs across industries with fast-turnaround, production-quality creative output

Teaching Assistant & Freelance Designer · Self-employed · *Concurrent with Engineering*

2018 – 2021

- Worked on medical device design, EV vehicle project management, and social media platform development
- R&D projects: Hip Joint Movement analysis, Medico Delivery Robot design, and Airlift Pump efficiency research

EDUCATION

B.Tech, Mechanical Engineering · CGPA: 7.0 / 10

JK Lakshmipat University, Jaipur · *2017 – 2021*

Internships

- Assistant Project Manager — Malaviya National Institute of Technology (2021) · Airlift Pump R&D
- Industrial Intern — Maruti Suzuki MACE (2019) · Technical & managerial skills development

SKILLS & TOOLS

3D Design	Blender (Advanced) · Autodesk 3ds Max · AutoCAD
AR / XR	Virtual Try-On (VTO) · AR Asset Pipeline · WebAR · Real-time 3D
Motion	Adobe After Effects · Premiere Pro · Motion Graphics
2D & Brand	Adobe Photoshop · Illustrator · Brand Identity · Exhibition Design
AI Tools	Midjourney · Runway · Adobe Firefly · AI-Integrated Workflows
Leadership	Project Management · Creative Direction · Client Management

KEY ACHIEVEMENTS

- 1,500+ AR glasses assets delivered for global luxury brands — Gucci, Dior, Ray-Ban, Tom Ford, Versace, Oakley and more
- 50+ executed national and international event and exhibition designs (Team Solutions, 2024–2026)
- Delivered creative work for top Indian brands: Hero, Jal Shakti Ministry, Blinkit, DLF, Nike
- Government-aided VR project — end-to-end production and asset delivery via CreoRealm
- Sub-Jury Member, Student Development Project — JK Lakshmipat University

LANGUAGES

English (Fluent) **Hindi** (Native)