Namaste
My name is **Tapish Golcha**
XR designer

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Education

Savannah College of Art & Design
Sept 2020 – Sept 2025

BFA – Immersive Reality + Game Design Minor
Savannah, Georgia

Work Experience

Universal Creative x SCADPro
Sept 2024 – Nov 2024
Savannah, GA (Remote)

Immersive Experience Designer, Halloween Horror Nights

SCADPro Collaborative with Universal Creative to develop concepts for Universal Destinations and Experiences.

Indian Sneaker Fest X 21 Savage
Jan 2023 – May 2025
New Delhi, India (Remote)

3D Content Creator, Social Media Marketing Agency

• Designed digital marketing content for the Indian Sneaker Festival 2025, boosting brand visibility and engagement.

• Produced advertising content and campaigns for 21 Savage, Puma, Fila, FootLocker and many more brands as a collaboration.

Immersive Reality Club
Sept 2023 – Jun 2025
Savannah, GA

Officer, Immersive Reality Club at SCAD Savannah

• Served as the link between student body and department faculty by organising and planning events.

• Assisted in running Alumni and Industry Professional workshops.

Collaborative Projects

InnoSpace
Jan 2024 – March 2024
Savannah, GA

Lead VR UI Designer, VR Interior Design Tool

• Led VR UI/UX design, creating intuitive interfaces and real-time asset visualization systems using blueprints.

• Designed motion graphics, branding, and custom shaders for optimized performance and visual appeal.

• Set up Unreal Engine environments, ensuring smooth navigation and interactivity.

Hanuman VR
Sept 2024 – June 2025
Savannah, GA

Project Lead, VR Adventure Game

• Led design and development of VR interactions, including advanced flying locomotion and combat systems, using Unreal Engine.

• Programmed interactive mechanics and puzzle systems to enhance gameplay.

• Created and integrated optimized 3D assets for seamless performance.

Tatsuro– Short Film
Jan 2025 – Feb 2025
Savannah, GA

Project Lead, LED Volume Production

• Creating a short cinematic film using Unreal Engine and XR stage technology, working with a team of directors, cinematographers, and environment artists.

• Developed real-time virtual environments to support seamless interaction between physical and digital sets.

Skills

Key Skills

Leadership, Teamwork, Collaboration with other disciplines, Attention to detail, Design Thinking, Quick Learner Problem Solver ,Communication Skills

Technical Skills

Immersive Experience Building (AR/VR/MR), Game Development, Visual Scrpiting, LED Volume , Virtual Production, Interaction Design, Environment Design,Motion Design

Softwares

Figma, Sketch, Microsoft Office,Unreal Engine, Unity, Autodesk Maya, Adobe Photoshop, Illustrator, Premier Pro, After Effects, Substance Painter, SnapChat Lens Studio,

Achievements

SCAD Distinguished Scholarship
GPA 3.5+, 2021–2025

Dean's List
2021– 2025

SCAD NFT Design Challenge
Winners, 2023

Adobe Design Achievement Awards
Semifinalist, 2021

ESYA 18, Design 360 Hackathon
Winners, 2018

Languages

English

Hindi

French