



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

Experience

Universal Studios x SCADPro

Sept 2024 – Nov 2024

Savannah, GA (Remote)

Immersive Experience Designer, Halloween Horror Nights

- Designed immersive environments, 3D assets, and mobile app UI for enhanced user engagement.
- Produced the vision video, leading creative direction and storytelling.
- Managed a multidisciplinary team and served as the primary liaison between Unreal engineers and leadership.

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.

InnoSpace

Jan 2024 – March 2024

Savannah, GA

Lead VR UI Designer, VR Interior Design Tool

- Led 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.

ThicknThick Media

Jan 2023 – May 2025

New Delhi, India (Remote)

Creative Lead, Social Media Marketing Agency

- Designed digital marketing content for the Indian Sneaker Festival 2025, boosting brand visibility and engagement.
- Led UI design for the FNP app, prioritizing user-friendly navigation and enhanced customer experience.
- Collaborated with teams to deliver campaigns and app solutions aligned with client goals and branding.

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.
- Assisted in running Alumni and Industry Professional workshops.
- Organized and planned events for student body.

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, Game Development, Visual Scripting, 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