Ankit Gandhi

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XR Designer | Spatial UX | Interaction Design | Agentic AI

Professional Summary

XR Designer and Spatial UX professional with experience designing immersive, spatial and AI-powered experiences across AR/VR/MR. Experienced in interaction design, user research, UX strategy and prototyping, with industry experience at Samsung R&D Institute India and Incerro. Translates research and complex technical concepts into intuitive spatial interfaces, immersive interaction models and developer-ready design outputs. Focus areas include spatial computing, wearable interfaces, embodied AI and agentic experience design.

Experience

- **Incerro** — Pune, India
  XR Strategist — *Sep 2025 – Jul 2026*
  - Designed UX and UI for Dravya, a generative spatial computing product for XR glasses, defining interface architecture, interaction flows and visual design systems for in-glass wearable environments ahead of Android XR third-party availability.
  - Contributed end-to-end UX/UI design across internal software products, from wireframing and visual design through developer handoff.
  - Researched Android XR interface behavior, emerging spatial UX patterns and design guidelines for AR glasses to inform interaction and product decisions.
  - Evaluated XR hardware and software compatibility to identify technical constraints, assess feasibility and guide experience design.

- **Samsung R&D Institute India** — Bangalore, India
  XR Design Intern — *Jan 2025 – Jul 2025*
  - Led a six-month design thesis in collaboration with Samsung R&D Institute India, exploring embodied AI agents in XR through research, interaction frameworks and concept development.
  - Designed spatial interaction models and AI agent form factors, balancing usability, emotional connection and contextual trust in immersive environments.
  - Synthesized user interviews, surveys and secondary research into actionable design principles for agent behavior, presence and human-AI interaction.
  - Developed storyboards and experience flows for AI-assisted productivity, wellness and social scenarios in XR, exploring agentic experience design.

- **Samsung R&D Institute India** — Remote
  Virtual XR Intern — *Jul 2024 – Aug 2024*
  - Researched avatar interaction use cases in XR using a user-centered design approach, identifying behavioral and social patterns for immersive avatar experiences.
  - Developed Unity proof-of-concept prototypes demonstrating avatar interaction scenarios and presented them to Samsung stakeholders for design review.

- **Sarg Design Studio** — Pune, India
  XR Research Intern — *Jun 2024 – Jul 2024*
  - Researched AR-based BIM visualization for architectural contexts, evaluating spatial presentation methods and translating findings into design recommendations.

Featured XR Projects

- **Agentic AI for the Era of XR**
  Designed interaction paradigms and embodied AI experiences for XR, exploring how intelligent agents can support task efficiency, trust and engagement in spatial environments.

- **How They Became Us**
  Created an educational VR experience using immersive storytelling and spatial narratives to make human-evolution concepts engaging and accessible.

- **Dravya AI**
  Designed UX/UI for a generative spatial computing experience for XR glasses, shaping interface architecture, interaction flows and visual design systems for wearable spatial interfaces.

- **Understand XR Using Augmented Reality**
  Designed an interactive AR learning tool that simplifies XR concepts through visual demonstrations and hands-on exploration, making emerging technologies more accessible to learners.

Skills

- **Design & Research**
  Spatial UX, UX Design, Interaction Design, UX Strategy, User Research, Design Research, User-Centered Design, Wireframing, User Flows, Storyboarding, Rapid Prototyping, Visual Design, Developer Handoff

- **XR & Spatial**
  XR Design, AR, VR, MR, Spatial Computing, Immersive Experience Design, Spatial Interaction, Wearable Interface Design, WebAR

- **AI & Emerging Interfaces**
  Agentic AI, Embodied AI, Agentic Experience Design, AI Experience Design, Human–AI Interaction, Contextual Trust, AI Agent Interaction

- **Tools & Platforms**
  Figma, Unity, Blender, ShapesXR, TouchDesigner, Adobe Creative Suite, Claude, Arduino

Education

- **MIT Institute of Design** — Pune, India
  Master of Design (M.Des) – Immersive Media Design — *2023 – 2025*

- **Rachana Sansad College of Applied Art & Craft** — Mumbai, India
  Bachelor of Fine Arts (BFA) – Applied Art — *2015 – 2019*

Recognition

- **XR Creator Conclave (XRCC) Finalist (2026)**
  Selected as a finalist for Presence XR.

- **Communication Arts Guild Award (2018)**
  CAG Best Portfolio, Communication Design.

- **Bombay Art Society All India Art Exhibition (2021)**
  Photographic work exhibited on a national platform.