Atul Mourya

Staff Software Engineer

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📍 Bengaluru, KA, India

Education

Bachelor of Technology   2009-13
United College of Engineering & Research

Expertise

ThreeJs & WebGL
JavaScript
GLSL
HTML & CSS

More Skills

SVG, Canvas, React, Vue, NodeJs, Typescript

Webpack, Vite, CI / CD

AR / VR, Image Processing, WebRTC, AWS

UE5, AutoCAD, Blender, PhotoShop

Language

English
Hindi

About Me   *"Building 3D since 2013"*

Experienced 3D web developer specializing in real-time rendering. Proficient in WebGL, ThreeJs, JavaScript, HTML, CSS, and frameworks. Led complex projects, collaborated cross-functionally, and ensured user satisfaction. Mentored junior engineers, integrated innovative techniques, and specialized in interior design, automotive retail, and 3D printing. Strong background in product design and 3D modeling.

Experience

Staff Software Engineer - SDE IV   2023 - Present
Livspace.com | Bengaluru

- Lead development of complex 3D web applications, ensuring high performance.
- Collaborate with cross-functional teams for scalable solutions and user satisfaction.
- Mentor junior engineers, fostering a culture of growth.
- Integrate innovative techniques to enhance our 3D software solutions.
- All this along with active development contributions

Sr. Software Engineer - SDE III   2019 - 2023

- Working on Real-time rendering system interior designers
- Developed various other tools and systems like Asset platform, Room Planner, Material Library, 3D Editor, 2D Drafter, Parametric 3D Modelling tool etc.
- Used HTML, CSS, JavaScript, JSON, WebGL, Three.js, ReactJs

Sr. Software Engineer - SDE II   2018 - 2019
HomeLane.com | Bengaluru

- Created a 3D platform for interior designers using WebGL and ThreeJS.
- Improved workflow with diverse 3D tools, elevating photorealism.
- Utilized JavaScript, React, HTML/CSS, WebGL & ThreeJS, and Node.js in development.
- Led efforts to streamline interior design processes and enhance visual results.

Software Engineer - SDE I   2017 - 2018
Izmo Limited | Bengaluru

- Creating 3D visual interface and JavaScript based framework for E-Retail Automotive businesses
- Clean, efficient, scalable and secure code writing style
- Used Javascript, ThreeJs, HTML, CSS, JSON, WebGL and AngularJs

WebGL Developer & Sr. Design Engineer   2015 - 2017
3DPonics | 3DPrintler | CAD.ai

- Created 3D visual interface and JavaScript based framework for 3D Printing Businesses
- Interactive tool development for material visualization, AR/ VR
- Created Customizer app to allow customization of existing 3D models
- Designed and Developed various 3D models as assets using Solidworks, 3ds max and blender.

Design Engineer   2013 - 2015
Additiveware International

- Designed and developed different types of 3D printer like FDM, DLP and 2D router machines
- Product design, conceptualisation using Parts and Assembly modelling, Surface modelling
- Simulations, running analysis and Report Generation
- Publishing 2D Drawings