Dr. Abhishek Kumar

National Institute of Design, NID-AP (INI)
Coordinator: ANIMATION's, SWAYAM, UGC, BHU
MSc, MTech, PGDMLMC, PhD, Post Doctoral Fellow*
IMSIU (Saudi Arabia) & University of South Florida, USA
Former Assistant Professor: Banaras Hindu University (BHU)
Former Associate Professor: JAIN (Deemed to Be University)
https://www.**scopus**.com/authid/detail.uri?authorId=37085909200 ; **H-Index: 15**
https://scholar.google.co.in/citations?user=90seA-oAAAAJ&hl=en; H-Index: **22** & i10 - **48**

International Award & Honours	**Apple Certified** Associate (USA), **Adobe Certified** Educator (USA) & certified by **Autodesk** (USA)
Course Coordinator	NPTEL /**SWAYAM**: **ANIMATIONs, Banaras Hindu University**, BHU (Trained **1 Lakh**+ Students # **1st** UGC PG Course with **Highest** Enrollment in **all semester** from **2019-2024**)
Academic Administration	✓ SME, Animation Technology at **Indian Institute of Technology,** Jodhpur, IIT-J ✓ Coordinator **ECA** at **National institute of Design**, **Ministry of Commerce**, GOI ✓ Coordinator **Yuva Club** NID, **Ministry of Tourism**, GOI ✓ Industry Expert **SRFTI**, **Ministry of Information & Broadcasting**, GOI ✓ BOS Member **YSRAFU** (State Govt. University), Andhra Pradesh ✓ BOS Member **SANJIVANI University**, Maharashtra ✓ Former Head, School of Animation and VR at **JAIN** (Deemed to be University) ✓ Expert member Center of Creative & Professional Studies, **Rajiv Gandhi Central University, Arunachal Pradesh**
Research Interest	*Stereoscopy, 3D Animation, Virtual & Augmented Reality, Dynamics & VFX Simulation, Game Technology, Human Computer Interaction, UX & UI and Digital Twinning*
Authored Book (Solo Writer) (All 4, *Published at* Springer Nature & indexed in Scopus)	1. **"Beginning PBR Texturing: Learn Physically Based Rendering"** with Allegorithmic's Substance Painter) 2. **"VR Integrated Heritage Recreation"** Using Blender and Unreal Engine 4 3. **"Beginning VFX with Autodesk Maya"** Create Industry-Standard Visual Effects from Scratch 4. **"Immersive 3D Design Visualization"** With Autodesk Maya and Unreal Engine 4
Journal Papers	**50** Articles (*Scopus Indexed*) & **35** Articles (*SCI/SCIE* with **Impact** Factor); **04** in **Transactions**
Patents	**8** Published (IN), **1 Design Patent (IN)** & **1 Design Patent United Kingdom**(UK)Granted.
Conference Papers	**15** Conference Papers & **10** Book Chapters (*Scopus Indexed*)
Academic/Teaching Global Benchmark	Trained Over **1,50,000 students** across the globe from **170 Countries**, **Top 5 India, USA, Egypt, Spain & Germany** (SWAYAM & NPTEL, Udemy, Udacity, Pluralsight)
Research Milestone	Holding **25th** Rank in **IIT Jodhpur** out of **1,243** affiliated authors (SCOPUS Database)
Industrial Experience	**Worked as a FX & Dynamics Simulation Engineer, Shader Developer, Depth Extractor & 3D Technical Director** (**International** Projects: **Van Helsing, Harry Potter, Life of Pi, Prince of Persia, Clash of Titan, London has fallen, Warcraft, Avengers, Aquaman**)
Project Completed (Principal Investigator/ Project Head / Coordinator)	• UGC PG MOOCs Course "Animation" Development, Funded by UGC/MHRD, 13.5 Lakhs • SWAYAMPrabha DTH course" Graphic Design & Viz" developed Funded by IIT Madras, 60 K • "Immersive technology" lab development at National Institute of Design, 25 Lakhs • "School of Animation and Virtual Reality" JAIN (Deemed to be University) with 410 students
Project Under Review (Co-Investigator/ Co Director)	• **Center of Excellence Augmented and Virtual Reality,** Funding STPI, Jharkhand; **Proposed 1 Crore** • **AR & VR Integrated Digital Tween Preservation of the 108 Ancient Temples of Maluti, Jharkhand**: Funding Jharkhand Govt; **Proposed 2 Crore 19 Lakhs** • **Rediscovering Unsung Heritage of Chhattisgarh & Preservation Using 3d Digital Twin Reality and Immersive Technology (AR, VR, MR & XR)**; Funding MEITY, GOI; **Proposed 1 Crore 22 lakhs**
Professional Studies	Norwich University of Arts, University of Edinburg, IIM Banglore & FXPHD, Australia
Active Member	American Association for the Advancement of Science (**AAAS**), The Association for Computing Machinery (**ACM**) and Society for Animation Studies, (**SAS**) Singapore
Editorial	**IEEE** Big Data, **Springer** Multimedia Tools and Application, Journal of **Cognitive HCI**
PhD Scholars	**1** Awarded, **2** Ongoing (Tentative March 2025 Award)