Suryash Malviya

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Education

Ithaca College Ithaca, NY

BS – Double Major in Applied Physics & Computer Science w/ Mathematics Minor (GPA: 3.49/4.00)Aug 2022 – Present

- Coursework: Machine Learning, Data Structures & Algorithms, Classical Mechanics, Quantum Mechanics, GPU Acceleration Research

Cornell University Ithaca, NY

Visiting Student *Aug 2023 – Present*

- Coursework: Differential Equations for Engineers, Linear Algebra, Digital Logic & Computer Organization, Statistics

Experience

Unity Developer June 2024 – Present

Cornell University's Center for Teaching Innovation *Ithaca, NY*

- Developed immersive Unity3D and C# simulations for undergraduate electromagnetism instruction, supporting interactive physics learning experiences used in course delivery.
- Built modular simulation systems, interaction logic, and scene workflows for scalable XR-style educational content development.
- Collaborated on immersive media initiatives including 360° training content for the Cornell Nanoscale Facility and iterative testing of user-facing learning experiences.
- Worked within a 5+ member development team using Git-based version control, Agile coordination, and rapid prototyping workflows.

Senior Makerspace Technology Specialist Aug 2022 – Present

Ithaca College Information Technology Department *Ithaca, NY*

- Supported 4,500+ users annually across makerspace, XR-adjacent, and digital fabrication workflows including technical troubleshooting and lab operations.
- Trained students and faculty on VR systems, 3D modeling, prototyping, and software-driven fabrication tools.
- Guided hands-on development of interactive systems using Unity XR Toolkit, CAD tools, and 3D production workflows with an emphasis on usability and technical integration.

Research and Teaching Assistant Aug 2022 – Present

Ithaca College Physics Department *Ithaca, NY*

- Conducted physics education research focused on interactive visualization, simulation-based learning, and accessible technical communication.
- Designed 3D models, educational tools, and visualization assets to improve conceptual understanding in physics and related STEM settings.
- **Dana Summer Scholar 2023:** Conducted computational astrophotography research using CCD imaging, instrumentation workflows, and data-processing pipelines.
- Supported interdisciplinary technical projects spanning environmental physics, astronomy, CAD-driven prototyping, and student-facing instructional systems.

Projects

Lights Out 2025 – Present

VR Immersive Horror Game – Human-Computer Interaction Project *Ithaca, NY*

- Co-developed an immersive VR horror game in Unity focused on interaction design, environmental storytelling, and player immersion.
- Built and refined gameplay logic, scene interactions, and core mechanics as part of an ongoing team-based HCI project.

Multiplayer Educational 3D Viewer 2026 – Present

Software Engineering Project – Unity-Based Learning Tool *Ithaca, NY*

- Developing a real-time multiplayer Unity system for collaborative exploration and inspection of 3D models.
- Implementing interaction logic and networked synchronization to support shared educational experiences.

Publications and Current Research

Co-authored publication in the **Journal of Computing Sciences in Colleges (JCSC)** on dynamic programming and algorithm optimization.

Authoring physics education research on a Unity-based "Physics Sandbox" plugin focused on interactive simulation design, student exploration, and modular physics learning environments.

Current work spans immersive STEM simulations, educational XR experiences, and tools for visualizing physical systems through interactive 3D environments.

Relevant Skills

XR / Interactive Development: Unity3D, C#, XR Interaction Toolkit, VR Prototyping, Physics Simulation, Interaction Design

3D & Spatial Tools: Fusion 360, Blender, CAD Design, 3D Printing, Rapid Prototyping, Digital Fabrication w/ KiCAD

Programming: C#, Python, Java, C++, CUDA, Git

Simulation & Visualization: Physics Education Simulations, Data Visualization, Scientific Modeling, Interactive Learning Systems

Systems & Workflow: Git, Linux, Agile Development, Technical Troubleshooting, Cross-functional Collaboration

Additional Technical Breadth: Machine Learning, OpenAI API, HuggingFace, Qiskit