BINTO K BINO
spatial ai engineer

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SKILLS

Unity, C#, Blender, Roboflow, Python, ShapesXR, Git, LLM/VLM/Gen AI integrations, Interaction design, Computer vision.

WORK EXPERIENCE

JLR, UK   **March 2023 - Present**
XR AI Researcher

- Designed and implemented multimodal AI assistant prototypes for mixed reality glasses, leveraging vision-capable language models and object tracking to deliver intuitive, stabilised overlays for in-vehicle control guidance in luxury cars.
- Worked with multiple teams to create proof of concept in-car cinema experiences featuring adaptive ambient lighting and temperature control, driven by generative AI models for personalised passenger immersion.
- Simulated next gen AR HUD display in AR headset traffic environment simulations for internal stakeholders and board presentations, directly influencing redesigns in upcoming HUD systems.
- Hosted outreach events under JLR's Early Careers Program, delivering hands-on demos of in-car spatial concepts to graduates and school children to spark interest in immersive tech careers.
- Contributions with my wholesome team in the implementation of a proof of concept spatial system for motion sickness mitigation on moving platforms using adaptive visual cues, winning the JLR-Tata Innovista Awards 2025.

Outside of work, I enjoy prototyping AI-powered, sota spatial apps with intuitive interactions. some of my works include [Dreamscape](#) (**Winner, Meta Presence Platform Global Hackathon 2024**) , [FlowsXR](#) (**Winner, Meta Start Global Hackathon 2025**) and NatureInk (**Finalist, XRCC 2025**).

Christ University, Bangalore   **Feb 2024 - Jan 25**
Guest Lecturer (part- time)

- Collaborated with Christ University, Bangalore (2024) to design an virtual and augmented reality curriculum and led a foundational crash course for faculty on intuitive rapid prototyping using Unity, Unreal Engine, and generative AI pipeline integration.
- Consultation on Creating in house mixed reality science lab for fresher students.

Dream reality Interactive, London   **May 2022 - Oct 22**
Technical designer

- Contributed to the design, UX/UI, and 3D interaction of a metaverse-based fashion app.
- Prototyped an augmented reality portal for the initial soft launch, optimized intuitive interaction and visual design for a VR rhythm game.

Bosch   **Oct 2019 - Nov 21**
Sensor calibration Technician

- performed temperature and pressure tests for Bosch-supplied engines at customer sites. My curiosity for spatial designs started here, with a simple ar overlay app using AR object tracking(vuforia, ios).

EDUCATION

Masters degree	2021-22	Virtual and augmented reality, Goldsmiths University of London
Bachelors degree	2015-19	Mechanical engineering, Christ University Faculty of Engineering