

Mayank Raj

AR/VR Developer & Designer

Passionate software developer aiming to work on emerging technologies like Augmented/Virtual Reality (AR/VR) & AI to create "breathhtakingly immersive experiences" for the end users.

AgrMayank@outlook.com ✉

(+91) 7544864618 📞

Bhubaneswar, India 📍

AgrMayank.Github.io/ 🌐

linkedin.com/in/AgrMayank in

EDUCATION

Bachelor of Technology (B.Tech)

Trident Academy of Technology, Bhubaneswar

08/2016 – 05/2020

Information Technology

Senior Secondary (CBSE)

Delhi Public School, Ranchi

05/2014 – 04/2016

Computer Science

PERSONAL PROJECTS

Business Card AR (02/2019 – 02/2019) 🔗

- Developed a smartphone app which on recognizing a business card, overlays graphical information over it in Augmented Reality (AR).
- Tools: Unity3D, Vuforia, C#.

AR Solar System (10/2018 – 10/2018) 🔗

- Developed an educational app which displays our solar system over a given image, showing all 8 planets revolving around the Sun in AR.
- Tools: Unity3D, Vuforia, C#.

My Blender Portfolio (01/2018 – Present) 🔗

- Created multiple 3D Models & Animations using Blender3D.

WORK EXPERIENCE

Augmentation Engineer (Intern)

CrispAR.in 🔗

04/2019 – 04/2019

New Delhi, India

Achievements/Tasks

- Increased reliability by updating the Networking API to the newer UnityWebRequest.
- Debugged the app & fixed the 3D model's visibility issues.
- Created UI animations & a few animated short clips.

Contact: Sachin Sharma – [linkedin.com/in/sachin-sharma-175a01102/](https://www.linkedin.com/in/sachin-sharma-175a01102/)

Full-Stack AR Developer (Intern)

Vkenn Technologies 🔗

03/2019 – 04/2019

Delhi, India

Achievements/Tasks

- Developed multi-platform AR apps using the provided UI sprites and assets.
- Incorporated Vuforia SDK & ARCore within the Unity app.
- Successfully integrated Google Firebase (real-time database) authentication & storage.

Contact: Lakshey Singhal – [linkedin.com/in/lakshey/](https://www.linkedin.com/in/lakshey/)

SKILLS

Augmented/Virtual Reality



Machine Learning & CV



Coding (Python, JAVA, C#, C++)



Unity3D (Android/iOS/Windows)



Blender3D (Modelling & Animation)



Creativity, Teamwork, Leadership



ACTIVITIES

Attended multiple workshops & sessions conducted by Cisco thingQbator, NASSCOM Foundation & Li2 Technologies (02/2019 – 06/2019) 🔗

Actively participated in AR VR, Blockchain Workshops @KIIT E-Summit 2018 (03/2018 – 03/2018) 🔗

Attended multiple GDG (Google Developer Group) Bhubaneswar sessions (2016 – Present) 🔗

ORGANIZATIONS

CISCO thingQbator (03/2019 – 06/2019)

Team Leader in Cohort-2

CERTIFICATES

Handheld AR App Development with Unity (12/2018) 🔗

Coursera (by Peter Patterson & Unity Technologies)

Introduction to Augmented Reality and ARCore (11/2018) 🔗

Coursera (by Google AR & VR)

Machine Learning (11/2018) 🔗

Coursera (by Andrew Ng - Stanford University)

NDG Linux Essentials (08/2018) 🔗

Cisco Networking Academy

Complete Python MasterClass (04/2018) 🔗

Udemy (by Tim Buchalka, Jean-Paul Roberts)

LANGUAGES

English

Native or Bilingual Proficiency

Hindi

Native or Bilingual Proficiency