Mayank Raj

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To work on emerging technologies like **AR/VR, AI** in an organization which provides me the opportunity to reach my full potential & create *immersive, everlasting experiences* for the end users.

Skills

- Augmented / Virtual Reality
- Machine Learning / AI
- Computer Vision
- Python, JAVA, C#, C++
- Unity3D, Vuforia
- Blender3D
- Creativity
- Teamwork
- Leadership

Experience

04/2019 – PRESENT
Augmentation Engineer (Intern) / CrispAR.IN, India
- Responsible for debugging the existing app and adding new functionalities to it, so that the users could view the food items from partner restaurants on their table with AR in real-time.

03/2019 – PRESENT
AR Intern / Vkenn Technologies, India
- Responsible for creating AR app for restaurants, hotels which enables the customers to order food from their table or view it on their plate in 360° before even ordering it!

Education

2016 – 2020 (*Information Technology*)
B. Tech / Trident Academy of Technology, Bhubaneswar

2014 – 2016 (*Computer Science*)
Senior Secondary / Delhi Public School, Ranchi

Activities & Certifications

- Taken part in various *GDG Bhubaneswar* sessions.
- Designed posters for various events.
- Project - Augmented Reality Business Card (*01/2019*)
- Project - AR Solar System (*10/2018*)
- My 3D Modelling (Blender3D) works (*01/2018 – Present*)
- Coursera - Handheld AR App Development with Unity (*12/2018*)
- Coursera - Introduction to Augmented Reality and ARCore (*11/2018*)
- Coursera - Machine Learning (*11/2018*)
- Udemy - Complete Python MasterClass (*04/2018*)