

## WORK EXPERIENCE

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| <b>Senior AR Developer</b> | <b>Noora Health</b> | <b>Apr 2020 – June 2020</b> |
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- Developed "Kill The Virus", a coronavirus shooting game in Augmented Reality (AR) to help over a thousand nurses to relieve workload stress during the COVID pandemic. Link: [drive.google.com/file/d/..../](https://drive.google.com/file/d/..../)
  - Developed "PPE Trainer", an Augmented Reality nurse training app for the Donning/Doffing procedures of the COVID-19 equipment, resulting in better efficiency. Link: [drive.google.com/file/d/..../](https://drive.google.com/file/d/..../)
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| <b>Augmentation Engineer, Intern</b> | <b>CrispAR, India</b> | <b>April 2019</b> |
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- Improved reliability and latency significantly by updating the Networking API.
  - Enhanced the application UI and created multiple animated short clips for marketing.
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| <b>Full-Stack AR Developer, Intern</b> | <b>Vkenn Technologies, India</b> | <b>March 2019 – April 2019</b> |
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- Developed two Augmented Reality apps, running on devices like Android, iPhone and iPad.
  - Implemented Vuforia and ARCore SDK along with Google Firebase real-time authentication and storage.

## EDUCATION

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| <b>Bachelor of Technology</b> | <b>Trident Academy of Technology, Bhubaneswar</b> | <b>August 2016 – May 2020</b> |
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- B.Tech in *Information Technology*. GPA: 7.95; Pre-final year GPA: 8.6.
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|-------------------------|------------------------------------|------------------------------|
| <b>Senior Secondary</b> | <b>Delhi Public School, Ranchi</b> | <b>May 2014 – April 2016</b> |
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- High School (+2) in Computer Science. Percentage: 76.7.

## PROJECTS

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- Balloon Invaders AR** – A highly addictive balloon popping game with a twist., balloons are in your room!  
Tools: C#, Unity, Blender. Link: [play.google.com/?id=com.AgrMayank.BalloonInvaders](https://play.google.com/?id=com.AgrMayank.BalloonInvaders)
  - Tri-Netra** – An Augmented Reality based navigation system for Trident Academy of Technology. Tools: C#, Unity, Blender. Link: <https://agrmayank.com/Tri-Netra/>
  - AidXR** – Developed an Emergency First Aid & Basic Life Support training app using Augmented Reality. Tools: C#, Unity, Blender. Link: <https://youtu.be/xqmvv-FYdLQ>
  - Shopping Portal** – Launched an "e-Commerce website" built using WordPress, Amazon Affiliate, Shopify.
  - Solar System AR** – Developed an app for an engaging learning experience, which augments our solar system into our room using AR. Tools: C#, Unity. Link: <https://youtu.be/aomUsM1WbCk>

## ACHIEVEMENTS AND ACTIVITIES

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- Selected as a *Speaker* and *Made With Unity* (MWC) showcase for "[Foggy Forest](#)" at Unity Day, Pune.
  - Shortlisted amongst the top 5% teams in HackYourReality hackathon Phase-I by Accenture.
  - Managed a spider-bot project on IoT with Augmented Reality at Cisco thingQbator, TAT.

## SKILLS

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- Languages** – Python (*Excellent*); C/C++ (*Proficient*); Java (*Proficient*); C# (*Good*)
  - Technologies** – Augmented / Virtual Reality; Android Development; Machine Learning; Game Development

## CERTIFICATIONS

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| <ul style="list-style-type: none"><li><a href="#">Handheld AR App Development with Unity (12/2018)</a></li><li><a href="#">Introduction to Augmented Reality and ARCore (11/2018)</a></li><li><a href="#">Complete Python MasterClass (04/2018)</a></li></ul> | <ul style="list-style-type: none"><li><a href="#">Machine Learning A-Z™: Hands-On Python &amp; R in Data Science (12/2018)</a></li><li><a href="#">Machine Learning by Andrew NG (11/2018)</a></li></ul> |
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