

Mayank Raj



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Summary

Merging Realities | Building the Metaverse with the power of Blockchain & Gaming

Experience



Unity AR Developer

Nextech3D.AI

Sep 2021 - Present (2 years)

- Acquired ARway in September 2021, which later became a spinoff in October 2022.
- Developed ARway & ARwayKit SDK - a complete solution for powering camera devices with AI to recognize their surroundings for hyper-accurate location apps.



Founder

AgrMayank Studios

Jun 2020 - Present (3 years 3 months)

- Founded AgrMayank Studios, crafting innovative AR/MR/VR apps and games for mobile & XR HMD devices, including JioGlass.
- Google Play - <https://play.google.com/store/apps/dev?id=8444157410268700876>



AR Developer

ARway.ai - The Spatial Computing Platform

Aug 2020 - Present (3 years 1 month)

- Developed ARway - an all-in-one metaverse creation studio that enables users to create immersive experiences by spatially mapping their location.
- Developed HARMONY, a mini-metaverse in London that features AR artwork compositions from students at Guildhall School of Music & Drama and the London Symphony Orchestra.



Unity VR Developer

Round Them Oranges

Jan 2021 - May 2021 (5 months)

- Built Virtual Segments - a digital web gallery that showcases diverse artworks from around the world in an immersive and engaging way keeping engagement with art alive during the COVID-19 lockdown.



AR Developer

North Shore Therapeutics

Aug 2020 - Aug 2020 (1 month)

- Developed NST-SSD: Therapeutic Augmented Reality for Schizophrenia to cure the negative symptoms of schizophrenia that obstruct reward circuitry in the brain.
- The aim is to help the patients "build belief in self capacity" by activating the reward circuitry.



Senior AR Developer

Noora Health

Apr 2020 - Jun 2020 (3 months)

- Developed "Virus Warrior" – a coronavirus shooting game in Augmented Reality (AR) – and "PPE Trainer" – an AR nurse training app for the Donning/Doffing procedures of the COVID-19 equipment – for Noora Health.



Product Development Team Lead

Cisco thingQbator

Mar 2019 - Jun 2019 (4 months)

- Managed a team to build a spider-bot project using IoT with Augmented Reality.

Education



Trident Academy of Technology (TAT), Bhubaneswar

Bachelor of Technology - BTech, Information Technology

2016 - 2020



Delhi Public School, Ranchi

12th Board (Senior Secondary) , Computer Science

2014 - 2016

Licenses & Certifications



Machine Learning by Andrew NG (Stanford) - Coursera

SQ3CG73VQ2BC



Handheld AR App Development with Unity - Coursera

UCA7QXRMBJH8

Skills

Augmented Reality (AR) • Game Development • Unity3D • Machine Learning • Flutter • Python • C# • C++ • Java • Blockchain

Honors & Awards



Microsoft Learn Student Ambassador - Microsoft

Jan 2020



Speaker & MWU showcase at Unity Day, Pune - Unity Technologies

Aug 2019

- Selected as a speaker for my game prototype "Foggy Forest", one of the only 9 Made With Unity (MWC) showcases at Unity Day, Pune.