Mayank Raj

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Summary

A Software Developer creating "breathtakingly immersive experiences" in technologies like Augmented / Virtual Reality (AR/VR) & AI.

Experience

AR Developer
ARWAY (Techstars '20)

Aug 2020 - Present (1 year 1 month +)

• Building ARwayKit - a complete solution for powering camera devices with AI to recognize their surroundings for hyper-accurate location apps.

Founder
AgrMayank Studios

Jun 2020 - Present (1 year 3 months +)

• Developed multiple immersive apps and games powered by AR for mobile
& HMD devices like JioGlass.

• Google Play - https://play.google.com/store/apps/dev?id=8444157410268700876

Unity VR Developer
Round Them Oranges

Jan 2021 - May 2021 (5 months)

• Developed "Virtual Segments" by Round Them Oranges - a digital and curatorial exploration, the creation of a digital web gallery aiming to keep people's 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 of the game is to help the patients to "build belief in self capacity".

Senior AR Developer
Noora Health

Apr 2020 - Jun 2020 (3 months)

• Developed "Virus Warrior", a coronavirus shooting game in Augmented Reality (AR) to help over a thousand nurses to relieve workload stress during the COVID pandemic.

• Developed "PPE Trainer", an Augmented Reality nurse training app for the Donning/Doffing procedures of the COVID-19 equipment, resulting in better efficiency.

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.

Augmentation Engineer
CrispAR
Apr 2019 - Apr 2019 (1 month)
• Improved reliability and latency significantly by updating the Networking API.
• Enhanced UI and created multiple animated short clips for marketing.

Full-Stack AR Developer
Vkenn Technologies
Mar 2019 - Apr 2019 (2 months)
• Prototyped two Augmented Reality apps running on Android, iPhone & iPad.
• Integrated Vuforia and ARCore SDK along with Google Firebase real-time authentication and storage.

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

Sacred Heart, Daltonganj, India
10th Board (Secondary) , Computer Science
2004 - 2014

Licenses & Certifications

Complete Python MasterClass - Udemy
UC-94IWT9DI

NDG Linux Essentials - Cisco Networking Academy

Machine Learning - Coursera
SQ3CG73VQ2BC

Introduction to Augmented Reality and ARCore - Coursera
ZJANPVX55Q7L

Machine Learning A-Z™: Hands-On Python & R In Data Science - Udemy
UC-BMN2768I

Handheld AR App Development with Unity - Coursera
UCA7QXRMBJH8

Cisco Networking Academy® Cybersecurity Essentials - Cisco Networking Academy

Building IoT Applications with Raspi - NASSCOM Foundation

React.js Essential Training - LinkedIn

Learning Google Flutter for Mobile Developers - LinkedIn

Skills

Augmented Reality (AR) • Game Development • Unity3D • 3D Modeling • Animation • Machine Learning • Computer Vision • Flutter • Web Development • Mixed Reality

Honors & Awards

Speaker & MWU showcase at Unity Day, Pune - Unity Technologies
Aug 2019
• Got selected as a speaker for one of the 9 Made With Unity (MWC) showcases at Unity Day, Pune for my game prototype "Foggy Forest".

Microsoft Learn Student Ambassador - Microsoft
Jan 2020
Learn Student Ambassadors are a global group of campus leaders who are eager to help fellow students, create robust tech communities and develop technical and career skills for the future.
https://studentambassadors.microsoft.com/certificate/0ed2a78d-05b7-4163-b315-bd265f25a414