

WORK EXPERIENCE

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| Student Ambassador | Unity Technologies | Oct 2019 – Present |
| <ul style="list-style-type: none">Helping the community grow and learn new skills; creating opportunities to build the future of XR. | | |
| Augmentation Engineer, Intern | CrispAR, India | April 2019 |
| <ul style="list-style-type: none">Improved reliability and latency significantly by updating the Networking API to newer UnityWebRequest.Enhanced the application UI and created multiple animated short clips for immersive marketing. | | |
| Full-Stack AR Developer, Intern | Vkenn Technologies, India | March 2019 – April 2019 |
| <ul style="list-style-type: none">Developed multiple 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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| Bachelor of Technology | Trident Academy of Technology, Bhubaneswar | August 2016 – May 2020 |
| <ul style="list-style-type: none">B.Tech in Information Technology. GPA: 7.92; Pre-final year GPA: 8.6.Led and managed a team of 3, working on IoT and AR projects at Cisco thingQbator, TAT.Launched an “e-commerce website” using WordPress, Amazon Affiliate, GoDaddy, etc. | | |
| Senior Secondary | Delhi Public School, Ranchi | May 2014 – April 2016 |
| <ul style="list-style-type: none">High School (+2) in Computer Science. Percentage: 76.7.Managed a cutting-edge technology-focused website/blog using a custom domain and web hosting. | | |

TECHNICAL EXPERIENCE

Projects

- Tri-Netra** (*Sept 2019 - Present*): An Augmented Reality based information and navigation system for Trident Academy of Technology. C#, Unity, Blender. URL - github.com/AgrMayank/Tri-Netra
- AidXR** (*August 2019*): Managed a team of 4 remotely, to develop an Emergency First Aid & Basic Life Support training app using Augmented Reality. C#, Unity, Blender. URL - github.com/AgrMayank/AidXR
- Watson AI in AR Foundation** (*August 2019*): Built an AI Powered AR Character with ARFoundation by implementing IBM Watson AI. C#, Unity, IBM Watson API. URL - github.com/AgrMayank/Watson-AI-in-ARFoundation
- Solar System AR** (*Oct 2018*): Developed an app for an engaging learning experience, which augments our solar system into our room using AR. C#, Unity. URL - youtu.be/aomUsM1WbCk

ACHIEVEMENTS AND ACTIVITIES

- Speaker at Unity Day, Pune** (*August 2019*): “Foggy Forest” by me was selected as a Made With Unity showcase.
- Team Leader, HackYourReality hackathon** (*2019*): Shortlisted amongst the top 5% teams in Phase-I by Accenture.
- Member, GDG Bhubaneswar** (*2016 – Present*): An active member of Google Developer Group, Bhubaneswar.

Languages and Technologies

- Languages:** Python (*Excellent*); C/C++ (*Proficient*); Java (*Proficient*); C# (*Good*)
- IDE's:** Visual Studio; VS Code; Eclipse; IntelliJ Idea; Atom
- Technologies:** Augmented / Virtual Reality; Machine Learning; Computer Vision; Game Development
- Tools:** Unity3D (Android, iOS, Windows); Blender3D (Modelling, Animation)
- Soft Skills:** Project Management; Teamwork; Leadership; Entrepreneurship; Creativity (*UI, UX*)

Certifications

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| <ul style="list-style-type: none"><u>Introduction to XR: VR, AR, and MR Foundations</u> (08/2019)<u>Building IoT Applications with Raspi</u> (04/2019)<u>Handheld AR App Development with Unity</u> (12/2018)<u>Introduction to Augmented Reality and ARCore</u> (11/2018) | <ul style="list-style-type: none"><u>Machine Learning A-Z™: Hands-On Python & R in Data Science</u> (12/2018)<u>Machine Learning</u> (11/2018)<u>Complete Python MasterClass</u> (04/2018) |
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