




Mayank Raj

XR Developer & Designer

Passionate software developer aiming to work on emerging technologies like AR/VR & AI to create "breathtakingly immersive experiences" for the end users.

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Bhubaneswar, India 

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EDUCATION

Bachelor of Technology (B.Tech)

Trident Academy of Technology, Bhubaneswar

08/2016 – Present

Information Technology

Senior Secondary (CBSE)

Delhi Public School, Ranchi

05/2014 – 03/2016

Computer Science

PERSONAL PROJECTS

Business Card AR (02/2019 – 02/2019)

- Tools: Unity3D, Vuforia.
- A marker-based augmented reality business card.

AR Solar System (10/2018 – 10/2018)

- Tools: Unity3D, Vuforia.
- An AR app which on recognizing a given image target, displays our Solar system over it with all the 8 planets revolving around the sun, in their respective orbits in the real world.

My Blender Portfolio (01/2018 – Present)

- https://drive.google.com/open?id=1FkniBUkrXIsCv3SUcdPFmS_gmispCRV3

WORK EXPERIENCE

Augmentation Engineer (Intern)

CrispAR.in 

04/2019 – 04/2019

New Delhi, India

Achievements/Tasks

- Testing & Debugging the existing app.
- Fixing the 3D model's visibility issues.
- Adding UI animations & creating short clips.
- Updated the Networking API to UnityWebRequest.

Contact: Sachin Sharma – [linkedin.com/in/sachin-sharma-175a01102/](https://www.linkedin.com/in/sachin-sharma-175a01102/)

Full-Stack AR Developer (Intern)

Vkenn Technologies 

03/2019 – Present

Delhi, India

Achievements/Tasks

- Developed multi-platform AR apps using the provided UI sprites and assets.
- Integrated VuforiaSDK & ARCore within Unity.
- Successfully integrated Google Firebase (real-time database).

Contact: Lakshey Singh – [linkedin.com/in/lakshey/](https://www.linkedin.com/in/lakshey/)

SKILLS

Augmented/Virtual Reality



Machine Learning, CV



Unity3D (Android/iOS/Windows)



Blender3D (Modelling & Animation)



Coding (Python, JAVA, C#, C++)





Creativity, Teamwork, Leadership



ACTIVITIES

Attended multiple workshops & sessions conducted by Cisco thingQbator, NASSCOM Foundation & Li2 Technologies (02/2019 – Present) 

Actively participated in AR VR, Blockchain Workshops @KIIT E-Summit 2018 (03/2018 – 03/2018) 


Attended multiple GDG (Google Developer Group) Bhubaneswar sessions (2016 – Present) 

ORGANIZATIONS


CISCO thingQbator (03/2019 – Present)

Team Leader in Cohort-2


CERTIFICATES

Handheld AR App Development with Unity (12/2018) 

Coursera (by Peter Patterson & Unity Technologies)

Introduction to Augmented Reality and ARCore (11/2018) 

Coursera (by Google AR & VR)

Machine Learning (11/2018) 

Coursera (by Andrew Ng - Stanford University)

NDG Linux Essentials (08/2018) 

Cisco Networking Academy

Complete Python MasterClass (04/2018) 

Udemy (by Tim Buchalka, Jean-Paul Roberts)

LANGUAGES

English

Native or Bilingual Proficiency

Hindi

Native or Bilingual Proficiency