

Mayank Raj



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<https://agrmayank.com/>

Summary

Building the Metaverse, to create "breathtakingly immersive experiences".

Experience



Unity AR Developer

Nextech AR Solutions

Sep 2021 - Present (1 year +)

- Built ARitize Maps - an all-in-one metaverse creation studio. Allows you to spatially map your location and populate it with interactive 3D objects, navigations, wayfinding, audio, and more!



Founder

AgrMayank Studios

Jun 2020 - Present (2 years 3 months +)

- Developed immersive AR apps and games for mobile & HMD devices like JioGlass.
- Google Play - <https://play.google.com/store/apps/dev?id=8444157410268700876>



AR Developer

ARway

Aug 2020 - Sep 2021 (1 year 2 months)

- Built ARwayKit - a complete solution for powering camera devices with AI to recognize their surroundings for hyper-accurate location apps.
 - Developed HARMONY, a mini-metaverse at the Heart of London, showcasing Guildhall School of Music & Drama and London Symphony Orchestra students Augmented Reality artwork compositions!!
- YouTube - <https://m.youtube.com/watch?v=qy70irvjD-U>



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) – 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 - Coursera

SQ3CG73VQ2BC



Handheld AR App Development with Unity - Coursera

UCA7QXRMBJH8

Skills

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

Honors & Awards



Microsoft Learn Student Ambassador - Microsoft

Jan 2020

- Helped fellow students grow and learn new skills by leading in the local tech community.



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".