




# Mayank Raj

AR/VR Developer & Designer

Passionate software developer with 15+ months of experience in implementing AR/VR & AI in app/games. An avid designer addicted to XR, focused on creating "breathhtakingly immersive experiences".

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Bhubaneswar, India 

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## EDUCATION

### Bachelor of Technology (B.Tech)

Trident Academy of Technology, Bhubaneswar

08/2016 – 05/2020

Information Technology

### Senior Secondary (CBSE)

Delhi Public School, Ranchi

05/2014 – 04/2016

Computer Science

## PERSONAL PROJECTS

### Business Card AR (02/2019 – 02/2019)

- Built an innovative multi-platform app, which overlays critical information over a business card, creatively using AR.
- Tools: Unity3D, Vuforia, C#.

### AR Solar System (10/2018 – 10/2018)

- Developed an educational app for an engaging learning experience, which augments our solar system, with all 8 planets revolving around the Sun, within our room!
- Tools: Unity3D, Vuforia, C#.

### My Blender Portfolio (01/2018 – Present)

- Designed 10's of 3D models & animations in a span of 18 months.

## WORK EXPERIENCE

### Augmentation Engineer (Intern)

CrispAR.in 

04/2019 – 04/2019


New Delhi, India

Achievements/Tasks

- Improved reliability by updating the Networking API to the newer UnityWebRequest.
- Slashed bugs & resolved visibility issues of the 3D models.
- Created UI animations & multiple animated short clips.

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 – 04/2019

Delhi, India

Achievements/Tasks

- Prototyped multiple apps running on Android/iPhone/iPad.
- Successfully incorporated Vuforia & ARCore SDK's.
- Integrated Google Firebase real-time authentication, storage.

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

## SKILLS

Augmented / Virtual Reality



Machine Learning / CV



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



Unity3D (Android/iOS/Windows)




Blender3D (Modelling & Animation)




Creativity, Teamwork, Leadership



## ACTIVITIES

Involved in over 5 workshops & sessions by Cisco thingQbator, NASSCOM Foundation & Li2 Technologies in a span of 3 months. (02/2019 – 06/2019) 

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

Actively participated in multiple GDG (Google Developer Group) Bhubaneswar sessions (2016 – Present) 

## ORGANIZATIONS


CISCO thingQbator (03/2019 – 06/2019)

Led and managed a team of 3 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