

Bhargav Joshi

Software developer

XR developer with over 2.5 years of experience creating AR/VR applications in Unity engine and a background in Automation and Robotics. Having built several 3D applications utilizing my AR/VR development skills, I would like to further leverage my creativity, problem solving skills and organizational skills, to build interactive and immersive experiences to bring to life the customer's vision.



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[Portfolio](#), [LinkedIn](#)

Education

MSc. Robotic Systems Engineering
RWTH Aachen, 2018-2021

GPA: 2.7(German grading system)

Relevant Courses:

Robotics, Machine Learning,
Artificial Intelligence, Machine
Dynamics, Project Planning and
other.

B.E Automation and Robotics

B.V.B CET, 2013-2017

GPA: 8.9(Indian grading system)

Relevant Courses:

Robotics, Automation, CAD,
Python, Hydraulics & pneumatics, C
and other.

Skills and Proficiencies

- Unity 3D
- Blender
- Visual Studio
- MS 365
- C#, Python, HTML/ CSS
- Git
- MATLAB
- Photon

Languages

English: C2, German: B1

Software Engineer: LUCE Stiftung, Weiherhammer, Germany |
Feb 2022 - Present

- Primarily worked with Unity 3d, blender, git, and C# language to create interactive and immersive experiences.
- Researched and developed a workflow for in-house AR/VR development.
- Built 3 AR, 7 VR scenarios for customer, from ideation to execution.
- Conducted user testing, gathered feedback, and iteratively improved XR applications.
- Worked with a multi-functional team, acting as a liaison between artist, developers, and other stake holders.

Internship and Master Thesis: Siemens AG, Nuremberg,
Germany | Feb 2021 - Oct 2021

- Worked primarily with the Hololens 2 AR headset to establish communication between the device and an OPC UA server, enabling communication of real time data.
- Used this established communication to create a demo application for the Hololens; to visualize in Augmented reality the movement of the toolpath of a CNC machine tool.
- Contributed to documenting the AR project setup in Unity, the communication workflow between the device and server and successfully defended my thesis on the topic.

Automation Engineer: Richfield Automation ltd, Nashik, India |
Jul 2017 - Aug 2018

- Brainstormed and Conceptualized SPM's and conveyor systems according to the customer requirements; liaising with the design team and the customer from enquiry to delivery.
- Design & commissioning of conveyor systems, intended to implement industrial automation for unique use cases.
- Worked primarily with AutoCAD, Solidedge and MS 365.

Certificates:

- Ultimate C# programming: [UC-9f456d8d-cbe0-4bco-acbo-a4fffb9be8a/](#)
- Learn Unity Game Engine and C#: [UC-d3cc57f8-aec5-49d6-a068-a1c573971bd3](#)
- ML for Beginners: [UC-7625a9ed-d269-463f-9eeb-96acac96boce](#)
- Creating VR experiences with React 360: [UC-05216290-62d4-4b4d-be5e-f52dd725d2c7](#)