

Neel Ratan Mani Kukreti

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EDUCATION

JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY, NOIDA

BTech Computer science

Expected Graduation: 2021

CGPA : 7.5/10(Current)

12th CBSE 85% 2016

10th CBSE 95% 2014

SKILLS

LANGUAGES:

- C++ •C# •JAVA •Python
- Javascript

TECHNOLOGIES:

- Unity Engine
- AR •VR
- Android Studio
- GoogleVR •ARCore
- Vuforia •ReactJS
- Blender

TALKS GIVEN

- Getting Started with Alexa development and intro to voiceflow.
- Unity Engine basics and Game development principles.
- AR development for mobile devices.
- VR Development using Unity
- How to Pitch your project at Hackathons.

POSITIONS OF RESPONSIBILITY

- Management head Literary Fest JIIT.
- Head of the Editorial Board of Echoes, the College magazine.
- Coordinator Developer Student Clubs 2018-2021.
- Volunteer in college techfest and Conferences

WORK EXPERIENCE

CO-FOUNDER | [Hovar Labs](#)

- Co-founded a software based startup now acquired by MOC Infotech, primarily focused on enterprise and consumer based solutions.

AR-Intern | [Elixir Systems](#)

- Worked on Mirakki AR concert simulation , [Kalam Labs](#) , Jio Tesseract platform etc

Incubation | [Code5 Pvt Ltd.](#)

- 3 month incubation under Code5. Worked on shared AR system using Photon Engine.

Developer | [Daphnis Labs](#)

- Worked on REST API integration of cash free payment gateway on "Royal Ludo" android app for both payment and withdrawal.

Freelance-Developer | [Kreedaloka](#)

- Worked on optimizing memory usage and SQLite issues using lazy loading and other optimization techniques.

Intern | [J&F Projects](#)

- Worked on an interior designing project. Helped in the prototype phase of the architectural design and removed some bugs.

[ASI](#) | [Amazon Alexa](#)

- Worked under the guidance of the marketing team and developers to teach and produce Alexa skills and related content. Made 10+ skills.

SELECTED PROJECTS

Complete Portfolio- ([Link](#))

Mobile Games ([links](#))

10+ mobile games including a VR zombie shooter and 2D hyper casual games, 2 AR apps currently live on Playstore.

Virtual Therapy ([Link](#))

Application suite for targeting and helping with various mental health care challenges, using VR simulations.

Retail MR

An app that helps retail employees and companies to acquire customers by demonstrating their products in extended reality. App also monitors and targets customer behavior and interest.

COVID-Risk-Tracker ([Link](#))

Progressive Web app for displaying live updates of cases and news using APIs along with a Risk calculator for the user and location and contact tracing for high-risk risk patients using Google Map API.

Disease AR Simulation ([Link](#))

An AR app that simulates the spread of various diseases , guided by an artificial intelligence based movement of subjects and real time stats.

Education MR (AR+VR) ([Link](#))

A suite of 5 applications in MR targeting the education sector by immersive 3D learning, multiplayer AR recognition using photon, a firebase backend with machine learning to calculate the effectiveness.

BigBazaar

Developed an MVP for Indoor AR navigation system for stores for faster checkouts and in store staff reduction.

ACHIEVEMENTS

- Smart India Hackathon by [govt of India"19](#) | Winner (Gov.)
- Pitney Bowes International [Shipment Hacks](#) | 3rd Rank
- UPES' [UHackathon](#) 1.0 | Winner
- [CFTHacks](#)-hackathon | Winner
- [HackInIT](#)-hackathon | Winner
- [HackVSIT](#) - 2020 | Winner