

## Neel Ratan Mani Kukreti

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### ABOUT ME

I am a Computer Science engineer currently in my third year with demonstrated skill in product development and leadership. I am able to handle multiple tasks at once with flexibility. I am dependable leader with an avid interest in innovating and participating in hackathons.

### EDUCATION

#### JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY, NOIDA

Bachelor of Technology  
in computer science Engineering.  
Expected Graduation: 2021

### SKILLS

#### LANGUAGES:

C++ • C • C# • JAVA • Python

#### TECHNOLOGIES:

Unity Game Engine • Augmented Reality • Virtual Reality • Android Studio • Firebase • GoogleVR • ARCore • Vuforia

#### CONCEPTS:

Mobile app development • Game development • Extended Reality Development • Object Oriented Programming

# Neel Ratan Mani Kukreti

## Computer Science Engineer

### EXPERIENCE

(2019 – present)

#### CO-FOUNDER

##### HOVAR

- Co-founded a software based startup, providing services in AR/VR/MR based application development
- Acted as project manager and main app developer for a suite of 8 apps in AR and VR which help tackle mental health issues managing a team of 4.
- Acted as project manager and main app developer for a suite of 5 apps in AR and VR which made education more immersive managing a team of 5.
- Lead company through incubation period.

(2019 – present)

#### Alexa Student Influencer

##### Amazon

- Among the only 10 ASIs selected all over the country.
- Worked under the guidance of marketing team and developers to teach and produce Alexa skills and related content.
- Organised and taught 3 workshops with an attendance of 100 students on average. This included visualizing, targeting and coding Alexa skills.

(2017–2017)

#### Unity Intern

##### J&F Projects

- Worked on interior designing project in Unity Game Engine.
- Worked on 3 different projects.
- Acted as a junior developer and bug hunter.

(2018 – present)

#### Coordinator

##### DSC

- Organised workshops on various topics to help give freshers an intro to development in college.
- Helped secure location, advertise the workshop, take doubt classes and teach over 50 students per workshop in 13 workshops on various fields including app and web development.

## EXTRACURRICULAR

- Management head Literary Fest JIIT
- Editorial Board member Echoes, College magazine
- Management team member IC3 '18 Conference
- Management team member Devfest '18
- Management team member Cybershristi '19
- Member of College Cultural fest Organising Committee for DSC

## Hobbies

- Playing guitar
- Videography and editing
- Basketball (State Team member for school team)
- Won the meme making competition by Thespian Circle, JIIT
- Former Gold level Food reviewer

## PROJECTS

### EducationMR

A suite of 5 applications that changes the way lectures are delivered by integrating AR and VR into the process.

### WecARe

A suite of 8 apps that acts as a complete solution to diagnose and take care of various mental health problems. Apps is based on AR and VR.

### Retail MR

A mixed reality app that helps retail employees and company to acquire customers by demonstrating their product in in extended reality. App also monitors and targets customer behaviour and interest.

### Zombie VR

A VR zombie shooter game.

### Interior Dez

A windows application that demonstrated in 3D how a particular design will look in real life, with editable and interactable elements

### CourierAR

A smart scanner that shows the shipping information in AR along with redirectable buttons to map and phone number of the user by scanning any shipping label making it faster and easier to deliver couriers.

## AWARDS

- Winner and team leader for **Smart India Hackathon** by govt of India '19 ,
- Winner and team leader **UPES' UHackathon** 1.0.
- Winner and team leader **CFTHacks**.
- Winner and team leader **HackInIT**.
- Winner **Pitney Bowes Shipment Hackathon** -
- Winner **CyberShristi Hackathon '18**.
- Winner and team leader Ditto -The game Dev Challenge '17.
- Winner and team leader in first year category IEEE Hackathon '17.