

# Vikings



## **What we do:**

We create AR based solutions for modern problems. We also create AR based games.

**Formed In:** May 2020

**Email:** [teamvikingstech@gmail.com](mailto:teamvikingstech@gmail.com)

## Work Completed in the Past:

### 1) ARmageddon - <https://youtu.be/6nfJHmYBa-U>

**ARmageddon** is WORLD's FIRST AR RPG Mystery Solving Game. It creates new places inside your room only, where you can roam around, and interact with stuff and eventually solve the **Big Mystery Story**. (Tech)

### 2) Covitopia - <https://youtu.be/rMKj4gGP9sA>

**Covitopia** has three main features. The **simulator** (to simulate the spreading of the virus), **predictor** (To predict the spread of the virus) and **social distancing** (To demarcate the safe distance around the user in AR).

### 3) Unlock - <https://youtu.be/CNlil9jZdN4>

**Unlock** has **indoor navigation** implemented. It has a **treasure hunt (In AR)** game. Third feature was **Coin Rush** (A pedometer app that makes you cryptocurrency and you can spend this crypto).

### 4) CoARona - <https://youtu.be/hw73Uu9-kA>

An **one stop shop app for all your covid related needs**. Created in May 2020, this app had **8 features ranging from simple awareness based features to full fledged utilitarian features**. Highlight being **Buddy bot** - Augmented Reality doctor for covid triage and **Social Distancing Guide** - Augmented reality guide to help you with social distancing. **This app came in top 15 in all India Elixir AR challenge (result awaited) and top 12 in Hack the crisis Iceland.**

## Accomplishments:

**Top 15 in all India Elixir AR challenge** held in May 2020 (**Result Awaited**)

**Top 12 in Hack the crisis Iceland** held on 22nd - 25th May

**Placed 3rd in HackInIndia Hackathon** held Nationwide on 28th July 2020.

## Members:

### 1) Akash Jha

**Education:**

Student, Electronics and Instrumentation Engineering + Physics, BITS Pilani, K.K. Birla Goa Campus

**Work profile:**

Unity based UI/UX ,C#,python,C,Cpp, lens studio ,Augmented Reality applications in Unity using Vuforia.

**LinkedIn:**[linkedin.com/in/akash-jha-063b441b0](https://www.linkedin.com/in/akash-jha-063b441b0)

### 2) Ashwani Kotapalli

**Education:**

Student, Computer Science + Mathematics ,BITS Pilani, K.K. Birla Goa Campus

**Work Profile:**

Unity, C#, Spark AR Studio , Blender , Vuforia, ARCore, framer, REST API

**LinkedIn:**[linkedin.com/in/ashwani-kottapali-96a94510a](https://www.linkedin.com/in/ashwani-kottapali-96a94510a)

### 3) Abhijeet Swain

**Education:**

Student, Computer Science + Mathematics ,BITS Pilani, K.K. Birla Goa Campus

**Work Profile:**

UI/UX Designer using photoshop and figma, Graphic Designing in Adobe Illustrator, Augmented Reality applications in Unity using Vuforia, 3D Modelling using Blender, Lens creation using Lens Studio

**LinkedIn:**[linkedin.com/in/abhijeet-swain-2103](https://www.linkedin.com/in/abhijeet-swain-2103)

### 4) Anshuman Singh

**Education:**

Student, Mechanical Engineering ,BITS Pilani, K.K. Birla Goa Campus

**Work Profile:**

Full-Stack Web Developer(REST and GraphQL APIs using Node, React), Mobile Application Developer(using Flutter + BLoC and native Android development using Android Studio). Unity Developer

**LinkedIn:**[linkedin.com/in/anshuman-singh-13a83a185](https://www.linkedin.com/in/anshuman-singh-13a83a185)

### 5) Wahib Kapdi

**Education:**

Student, Electrical and Electronics Engineering ,BITS Pilani, K.K. Birla Goa Campus

**Work Profile:**

Unity Developer, 3D modelling (Blender), shader graphs/ PBR shader designing, Frontend React Developer. Blockchain Developer(MATIC).

**LinkedIn:**[linkedin.com/in/wahib-kapdi-00674316b](https://www.linkedin.com/in/wahib-kapdi-00674316b)

