



Vikrant Gurav

Email - hello@vikrantgurav.com

Portfolio - vikrantgurav.com

Education

- **Bachelor of Computer Engineering** **CGPA – 8.93 / 10** *2018 – Present*
 - Vidyalankar Institute of Technology, University of Mumbai, India.
- **Higher Secondary Education** *2016 – 2018*
 - Ramnarain Ruia Junior College, Mumbai, India.

Experience

- **Product Design & Software Engineering Intern, Cerebranium OÜ** *Aug '20 – Nov '20*
 - Developed a proctored online examination platform used by schools in Germany and India.
 - Designed the user interface of the entire application.
 - Implemented the front-end of the application using Flutter.
- **Web Development Intern, GreenCanvasOnline** *Jun '20 – Jul '20*
 - Re-designed and re-implemented the UI of the E-Commerce Website.
 - Re-implemented the tech stack used by the website.

Achievements & Co-Curricular

- **Webmaster, Computer Society of India VIT Student Chapter** *Jul '20 – Aug '21*
 - Developed a web app for event publicity.
- **Webmaster, TEDxVIT 2021** *Mar '21 – May '21*
 - Developed a web app for online event ticketing and marketing.
- **Winner of V-Hackathon** *Nov '21*
 - Secured first place for the development of automated institute attendance system.
- **Technical Team, Computer Society of India VIT Student Chapter** *Jul '19 – Aug '20*
 - Created event videos, logos and posters.
- **Winner of Smart India Internal Hackathon** *Jan '20*
 - Secured first place for the development of virtual tourist guide using CNN landmark recognition.

Publications & Projects

- **Mobility Assistance for Visually Impaired using LiDAR** *Dec '21*
 - Developed using Swift for real-time 3D construction of the environment with haptic feedback relative to distance from obstacles.
 - Presented at IEEE conference held in Brisbane, Australia.
 - Research paper accepted to be published in IEEE Xplore.
- **Automated Institute Attendance System using computer vision** *Sep '21*
 - Developed for keeping track of students & their body temperatures while entering institutes with face masks in response to Covid-19.
 - Research Paper published in UGC journal.
- **Body Motion Capture & Object Scanning using ML & Photogrammetry** *Aug '21*
 - A mobile application developed using Swift, capable of motion capture and object scanning.
- **Digital Wallet App - SwiftUI** *Mar '20*
 - An iOS application which helps users keep track of their daily transactions with friends, stores, etc.
- **Virtual Tourist Guide using CNN Landmark Recognition** *Jan '20*
 - A mobile application which helps users find nearby landmarks & tourist attractions.
- **Open World Game using Unity 3D Game Engine** *Jul '19*
 - A third person open-world sandbox consisting of various biomes with different global lighting conditions and effects.

Skills

- **Development** - C, C#, C++, Java, Python, HTML5, CSS, JS, PHP, SQL, NodeJS, TensorFlow, OpenGL, OpenCV, Unity 3D, Ionic, Flutter, Swift.
- **UI Development** - Figma, Adobe XD, SwiftUI.
- **Video Editing, Animation, 3D Softwares** - Adobe Creative Suite, Blender, Autodesk Maya.
- **Music Production** - GarageBand.

Interests

- Fingerstyle Guitarist, Formally studied Indian Classical Music & Tabla
- Inter-school Football, Basketball, Tennis