

Abhi Garg

Software Engineer

Stanford, CA - Email me on Indeed: [indeed.com/r/Abhi-Garg/ab9cd9a9f1329513](https://www.indeed.com/r/Abhi-Garg/ab9cd9a9f1329513)

WORK EXPERIENCE

Software Engineer

QUALIA LABS - San Francisco, CA - June 2016 to September 2016

- Created image processing software to automate part of new-customer onboarding flow, saving 10 minutes per customer
- Enhanced product scalability by developing algorithms inside docker microservices allowing for custom document templating

OCULUS VIRTUAL REALITY SENIOR PROJECT

Virtual Reality Content Creator - January 2016 to June 2016

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- Used Unreal Engine to create a therapeutic VR game focused on social skill building for children with Autism
- Conducted market research, user testing, rapid prototyping, built animations, and integrated with hardware such as razor

hydra to create immersive VR experience designed for the needs of users and showcased product at conference in France

Summer Business Analyst

MCKINSEY & COMPANY - New York, NY - June 2015 to August 2015

- Advised a financial services client in determining needed technology capabilities to improve digital customer journeys as part of a \$2 billion customer acquisition strategy
- Cut overhead spending by 25% at a \$150M engine manufacturing factory by creating analytics based on historical inventory data to better predict quantities for ordering new supplies
- Coached executives on a process to leverage overhead spending data to extract daily insights to optimize purchasing

Forward Deployed Engineer

PALANTIR TECHNOLOGIES - Palo Alto, CA - July 2014 to September 2014

Created interface allowing simultaneous viewing of multiple real-time videos from 1000+ camera system using propriety

software and front-end web languages

- Streamlined functionality of interface across a variety of video formats and cross browser compatibility requirements
- Deployed product on clients' machines and trained 15 law enforcement agents on interface workflows and best practices
- Presented interface to a group of 20 national security analysts, resulting in the expansion and deployment of the project to other law enforcement agencies across country

Virtual Reality Developer

STANFORD VIRTUAL HUMAN INTERACTION LAB - Stanford, CA - September 2013 to June 2014

- Created and demonstrated earthquake simulation for disaster preparation to 10 executives from San Mateo County by creating custom physics in Vizard, a virtual reality software toolkit
- Created custom graphics in Blender, a 3D computer graphics software, to construct a virtual model of a city
- Wrote algorithms to move virtual limbs based on hand gestures for a 100+ participant study for Stanford Department of Psychology leading to new research in the field of in-body cognition

EDUCATION

Masters in Virtual Reality and Computer Vision

STANFORD UNIVERSITY - Stanford, CA

September 2012 to Present

STANFORD - Santiago de Chile, Región Metropolitana

September 2015 to December 2015

LONDON SCHOOL OF ECONOMICS - London

July 2013 to August 2013

SKILLS

Edit SKILLS Technical Skills: Unreal Engine, Unity, Python, Java, C++, C, Docker, Vizard, Blender, Android, Git, Matlab, Ruby, Assembly Web Application Development Skills: Meteor, Ruby on Rails, HTML, CSS, JavaScript, SQL, CoffeeScript, Blaze, Semantic UI (Less than 1 year), JavaScript (2 years)

LINKS

<https://www.linkedin.com/in/abhi-garg>