

Neel Ratan Mani Kukreti

+918474909369, neel.kukreti23@gmail.com

LinkedIn-[in/neel-kukreti-7469b2172](https://www.linkedin.com/in/neel-kukreti-7469b2172)
Github-[/Neelkukreti](https://github.com/Neelkukreti)
WebSite-<https://neelkukreti.github.io>

EDUCATION

JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY, NOIDA - 7.2

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

SKILLS

LANGUAGES:

- C++
- C#
- JAVA
- Python
- ReactJS

TECHNOLOGIES:

- Unity Engine
- Augmented Reality
- Virtual Reality
- Android Studio
- GoogleVR
- ARCore
- Vuforia
- React-Native

CONCEPTS:

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

EXTRACURRICULAR

- Management head
Literary Fest JIIT
- Editorial Board member
Echoes, College
magazine
- Among the only 10 ASIs
for Alexa in India
- Coordinator Developer
Student Clubs

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 13 apps in AR and VR which help tackle mental health issues managing a team of 4.

(2019 – present)

ASI | Amazon Alexa

- Worked under the guidance of the marketing team and developers to teach and produce Alexa skills and related content. Organized and taught 3 workshops with an attendance of 100 students on average. This included visualizing, targeting and coding Alexa skills.

(2017–2017)

Intern | J&F Projects

- Worked on interior designing projects in Unity Game Engine. Helped in prototype phase of the architectural design , removed bugs.

Incubation | Code5

- Did a 3 month incubation under Code5. Worked on various Extended reality apps and came up with design schematics of apps and lead the projects to completion.

SELECTED PROJECTS

• Education MR (AR+VR)

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

• Wecare- MR

8+ application suite for targeting and helping with various mental health care challenges, using VR simulations for phobia, anxiety training, virtual therapist using azure speech to text.

• Retail MR

A mixed reality 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 using ML in the back end.

• COVID-Risk-Tracker

Progressive Web app for displaying live updates in cases and news for the disease along with a Risk calculator for the user and location tracker for high-risk patients with

• Mobile Games

4 mobile games including a VR zombie shooter and 2D hypercasual games currently live on Play store.

• Disease Simulator

An AR app that simulates the spread of disease , guided by an artificial intelligence based movement of subjects.

ACHIEVEMENTS

- Smart India Hackathon by govt of India '19 | **Winner**
- Pitney Bowes Shipment Hacks | **3rd Rank**
- UPES' UHackathon 1.0. | **Winner**
- CFT Hacks-hackathon | **Winner**
- HackInIT-hackathon | **Winner**
- Ditto -The game dev Challenge '17 | **Winner**

