

## 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

## 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**. -
- Third place 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.