Neel Ratan Mani Kukreti

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EDUCATION

JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY, NOIDA

Bachelor of Technology in computer science Engineering. Expected Graduation: 2021 CGPA: 7.3/10(Current) 12th CBSE 85% 2016 10th CBSE 95% 2014

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

Positions of responsibility

- Management head Literary Fest JIIT.
- Head of the Editorial Board of Echoes, the College magazine.
- Among the only 10 ASIs for Alexa India.
- Coordinator Developer Student Clubs 2018-2021.
- Student prefect in student council during 11th and 12th standard.
- Captain of DAV Basketball team, runner up in inter DAV games.

WORK EXPERIENCE

CO-FOUNDER | Hovar Labs

 Co-founded a software based startup now acquired by MOC Infotech, primarily focused on enterprise and consumer based solutions in AR/VR.

Intern | Elixar Systems

• Worked on various projects with a team including an AR concert simulation, a project on Jio Tesseract platform etc.

Incubation | Code5 Pvt Ltd.

 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.

Freelance | Daphnis Labs

 Worked on REST API integration of cash free payment gateway on "Royal Ludo" android app made in Unity.

Freelance | Chess Era

 Worked on optimizing memory usage, SQLite issues etc using lazy loading and other optimization techniques.

Intern | J&F Projects

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

ASI | Amazon Alexa

• Worked under the guidance of the marketing team and developers to teach and produce Alexa skills and related content.

SELECTED PROJECTS

Complete Portfolio- (Link)

Wecare- MR (Link)

8+ application suite for targeting and helping with various mental health care challenges, using VR simulations.

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.

COVID-Risk-Tracker (Link)

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 risk patients.

Mobile Games (links)

10+ mobile games including a VR zombie shooter and 2D hyper casual games, 2 AR apps currently live on Play store.

Disease AR Simulation (Links)

An AR app that simulates the spread of various diseases, guided by an artificial intelligence based movement of subjects and real time stats.

Education MR (AR+VR) (Link)

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

BigBazaar

Developed an MVP for Indoor AR navigation system for stores for faster checkouts and in store staff reduction.

ACHIEVEMENTS

- Smart India Hackathon by govt of India"19
- Pitney Bowes International <u>Shipment Hacks</u>
- UPES' <u>UHackathon</u> 1.0.
- <u>CFTHacks</u>-hackathon
- <u>HackInIT</u>-hackathon
- <u>HackVSIT</u> 2020
- AR Covid Hackathon

Winner (Gov.advt.)

| 3rd Rank (Advt.)

| Winner

| Winner

| Winner | Winner

Top 5