

# Ramnarayanan Vannia Samy

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## EDUCATION

### University of Illinois at Chicago

Video Game design and development, Mobile App Development, and Algorithm Design and Analysis, Data Mining and Text Mining, Artificial Intelligence, Data visualization, and Augmented Reality/Virtual Reality.

Expected May 2019

(GPA: 3.95/4.0)

### College of Engineering, Guindy, Anna University B.E Computer Science and Engineering

2017

(CGPA : 8.49/10.0)

## SKILLS

Technologies: HTML, CSS, d3.js, three.js, React JS, Bootstrap, Unity.

Programming Languages: C, C++, C#, Java, Python, IBM Watson.

Operating systems: Windows, Mac OS, Unix.

Interests: AR/VR and AI (Computer Vision).

## WORK EXPERIENCE

### Application developer in MAD Lab UIC (C++ and Python)

Jan 2018-Present

Developing Arduino code using C++ and develop applications for medical research (using Python).

Worked on a scientific game using Unity for android phones to help in leg movement of elderly patients.

### Research and Development Intern UIC (Javascript, Python and QGIS)

May 2018-Dec 2018

Worked in the field on Data Science to analyze and visualize the data. Worked on Precision E-Radiomics for Dynamic Big Head & Neck Cancer Data.

## TECHNICAL EXPERIENCE

### Projects

#### Shop Smart (Unity3D, Python, NodeJS and Vuforia)

Sep-Dec 2018

- End to end grocery shopping solution developed as an Android application. Personalized recommendations using collaborative filtering and location based recommendations. API development and augmented reality integration.

#### AR Physics (Unity3D and ARCore)

Sep-Dec 2018

- ARPhysics- Augmented Reality android application (uses ARCore). 8 levels utilizing features of AR in phones.

#### Developed Virtual Reality Halloween game (Unity3D, VRTK and C#)

Oct 2018

- Incorporated jump scares to give users a surreal experience while playing the interactive VR horror game.

#### Developed Augmented Reality android application (Unity3D, Vuforia and C#)

Sep 2018

- Application to encourage users to eat healthy using augmented reality, computer vision and proximity interaction.

#### Data Science for Geopolitical Estimation of Cancer Rates (QGIS, Javascript, HTML, CSS)

May-Aug 2018

- Website for oncologists to obtain Geographic information system-based method for estimating cancer rates.
- Mapped the data to wards to visualize a data driven story. Used MVC architecture to make code extendable.

#### UIC Admission Chatbot NLP (IBM Watson and Node JS)

Feb-May 2018

- Scraped data from websites, node js server code to intermediate information flow and integrated with Watson.
- Designed dialogue for Watson conversation service, Tone Analyzer for understanding emotions and Discovery service for obtaining information. Fixed problems with incorrect data being sent.

#### Cyber Escape (Unity game engine- C# and Blender)

Aug-Nov 2017

- Developed a 3D PC game by designing character models, using formal elements, AI, physics, sounds and shaders. Prototyped and tested the game. Worked with a multi-disciplinary team and served as project manager.

#### Animapp (HTML, CSS, php and Java Script)

Mar-Oct 2016

- Worked with UX designer to articulate the thoughts for website that veterinary doctors use to keep track of the pets they treat under quick deadlines. Worked in agile environment using HTML5, CSS3 and bootstrap.

## INTERESTS AND CO-CURRICULAR :

Video Editing(Commercial ad videos), Acting, Chess, football and badminton. Psychology (Therapist in sevencupsotfea.com)