VARUN KAPOOR

Computer Science and engineering

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OBJECTIVE

To solve problems pertaining to education and game development, using Augmented reality, virtual reality, mixed reality and traditional methods, and creating visual models of the problem at hand via engineering tools.

EDUCATIONAL QUALIFICATIONS

Currently in the 7th semester(4th year) of Bachelor of Technology in Computer Science and Engineering from Christ University Faculty of Engineering, Bangalore.

Degree/ Certificate	Institution	Year of Passing	Board/University	Marks (%)
UG Course	Christ University	2019	Faculty of Engineering.	Pursuing
12 th	Boy's High School and College.	2014	ISC	80%
10 th	Boy's High School and College.	2012	ICSE	87%
Additional Qualification	Prayag Sangeet Samiti	2014	Hindustani Classical(Violin)	1st Class.

CERTIFICATION PROGRAMS

- 1. INTRODUCTION TO GAME DEVELOPMENT, COURSERA.
- 2. PRINCIPLES OF GAME DESIGN, COURSERA.
- 3. BUSINESS OF GAMES AND ENTREPRENEURSHIP, COURSERA.
- 4. GAME DEVELOPMENT FOR MODERN PLATFORMS, COURSERA.
- 5. INTRODUCTION TO AUGMENTED REALITY AND ARCORE, GOOGLE DAYDREAM, COURSERA.

PROJECT & TRAININGS

S. No.	Title	Organization	Period
1.	Workshop on Model United Nations.	Christ University.	February 2016.
2.	NKN Ideathon.	IIT Delhi	March 2016.
3.	Controlling electrical appliances using smart phones.	Christ University.	July 2016 – September 2016.
4.	Workshop on Unity 3D.	Christ University.	September 2016.
5.	Image Processing using Raspberry pi 2.0.	Christ University.	November 2016 – January 2017 – March 2017.
6.	NCCOCE 2017.	Christ University.	January 2017.
7.	Internship in Wipro Technologies. – Use of AngularJS to create a Dashboard for Small Data Analysis.	Wipro Technologies	17th April 2017 – 25th May 2017.
8.	ESAIL Project Team Member – Purifying water around Bangalore for proper Agricultural use.	Christ University.	August 2017 – Ongoing Project.
9.	ISRO Site visit - Satellite center.	Christ University	September 2017.
10.	Baby Optimiser – Finding optimum room lighting and decibel level for a baby using Arduino.	Christ University	November 2017 – March 2017.

11.	Christ University Infrastructure Management Project Member - Creating a database and a real time complaint system for Inventory Management of the College.	Christ University.	November 2017 – Ongoing Project.
12.	IoT Challenge 2018 – Controlling Home appliances using AtMega8 controller.	i3indya Technologies.	January 5th – 6th, '18.
13.	Scrum Workshop.	Christ University.	January 9th, '18.
14.	Augmented Reality Developer Internship in TRILLBIT, creating AR for retail.	Trillbit	April 25 th -June 25 th '18.

IT SKILLS

- 1. Fluent in HTML.
- 2. Fluent in CSS.
- 3. Fluent in Java.
- 4. Fluent in C programming language.
- 5. Fluent in C# programming language.
- 6. Fluent in JavaScript.
- 7. Proficient in Unity3D.
- 8. Proficient in Android Studio.

ACHIEVEMENTS

- 1. Placed 1st in Engineer's day project exhibition.
- 2. Placed 1st in All India Competition (violin).
- 3. Placed 7th All India Rank in Physics Olympiad.

EXTRA CURRICULAR ACTIVITIES

- 1. Secretary General of MUNSOC.
- 2. Director General of CUFEMUN 2017.
- 3. Secretary General of CUFEMUN 2018.
- 4. Best Delegate of CUFEMUN 2017.
- 5. Special Mention in SRMRMUN 2016.
- 6. Verbal Mention in CUFEMUN 2016.
- 7. Volunteer in BAJA 2017.
- 8. 1st in All India Competition (Violin).
- 9. Hosted Freshers Day 2016.

INTERESTS

- 1. Game Development.
- 2. Android Development.
- 3. Playing Badminton.
- 4. Public Speaking.
- 5. Participating in Model United Nations.
- 6. Judging and participating in Debates.
- 7. Hosting events.
- 8. Avid Reader.
- 9. Problem Solving.

PERSONAL DETAILS

Date of Birth : 05/08/1996

Gender : Male

Language Known : English, Hindi.

Postal Address : C-305 Admiralty Square, Eshwara Layout,

Indiranagar, Bangalore.

Marital Status : Single.