

# VISHAL JANGID

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Address: Khlong Luang District, Pathum Thani 12120

DOB: 11 February 1998

Nationality: Indian

## WORK EXPERIENCE

AllEvents.in, Gujarat, India

Mar 2020 - Aug 2020

### FullStack Developer

- Contributed to the existing product (allevant.in) with team using PHP, AngularJS and ReactJS.

Sufalam Technologies, Gujarat, India

Aug 2019 - Oct 2019

### Unity Developer

- Developed VR rhythm game for Oculus Quest.
- Engaged in a carnival simulation VR game for Oculus Quest with team.

NewGenApps, Lucknow, India

Jan 2019 - Feb 2019

### Software Engineer

- Migrated existing product to work with new tech-stack using NodeJS and ReactJS with team.

Thammasat University, Rangsit, Thailand

Sep 2018 - Oct 2018

### Research-based Internship

- Converted Point cloud data to 3D model using MeshLab.
- Visualization of the 3d model of Thai historic temple using voice command and visualization in VR using Oculus Go.

## EDUCATION

Thammasat University, Thailand

2020- Present

### Master of Engineering - (MEng)

Faculty of Engineering  
3.9 GPA (Till 3 Semester)

B K BIET, Pilani

2015-2019

### Bachelor of Technology

Computer Science  
61 Percentage

## TECHNICAL SKILLS

### Language/ Frameworks

C, C++, C#, Java, PHP,  
JavaScript, Python,  
NodeJS, ReactJS

### Software(IDE)

Unity 3D, NetBeans, Microsoft  
Visual Studio, Abode  
Dreamweaver, PyCharm,  
Android Studio, Eclipse, Atom,  
Turbo C, Arduino, Hammer

### Software Packages

WampServer, Adobe  
Photoshop, Microsoft  
Office, FileZilla, XAMPP

### Database

SQL, MySQL, Firebase,  
MongoDB

## TRAINING / WORKSHOPS

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- **May 2018 to 07 July 2018:** Training on **Data Science** at Birla Professional Training & Research Centre (BPTRC) BKBIET, Pilani.
- **Feb, 2017:** Participated in workshop on Big Data and Hadoop delivered by Innovians Technologies.
- Completed 15 days of **vocational training** at Bhilai Steel Plant.
- **March 2016:** Participated in **Andriod Application Development** workshop delivered by SRV Solutions.

## PROJECTS

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### Unity Game Engine

- **VR Visualization of a Thai Historic temple** in Oculus Go using Unity Game Engine.
- **Self-driving car -Behavioural clonning** using Python and Unity.
- **Roller fill** an arcade hyper-casual game - move the color sphere to paint the maze & complete the levels.
- **Whack A Mouse:** 3D game to hit the mouse appearing in the kitchen with the spatula.
- **DropTheBox:** 2D Game to drop the box on the platform.

### Web Development

- **Portfolio** using Reactjs and Nodejs.
- Designed and developed a **tech-fest website** using HTML, CSS, PHP, JavaScript, and JQuery.

### Python

- **Object detection** using Tensorflow using Python (Group Project)
- **Face Detection** using Python 2.7 and OpenCV (LBPHFaceRecognizer).

### Android App

- **Chat Application** for Android using Android Studio and Firebase.
- **Find near Petrol Pump for Android** using Android Studio, Google Map in Smart India Hackathon 2016.
- Developed an **Android Application for a village Sayla**, Jalore which include digital directory for local shopkeeper.
- Developed Android Application for **College Cultural Fest BASANT**.

### Windows Form

- **Virtual Assistant** for Windows using C# Windows form and Microsoft Visual Studio.
- **Home Automation** using Ardiuno and C# Windows Form to control the basic electrical element to switch on and off.

## CONFERENCES / PUBLICATION

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- Presented Research poster at **VRST' 21**.
- **Fishtank Sandbox: A Software Framework for Collaborative Usability Testing of Fish Tank Virtual Reality Interaction Techniques**. In Proceedings of the 27th ACM Symposium on Virtual Reality Software and Technology (VRST '21). DOI:<https://doi.org/10.1145/3489849.3489915>

## ADDITIONAL ACHIEVEMENTS

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- **2019:** Mentor at CSI-BKBIET Student Branch.
- **2017 - 2018:** Organized Ordinado tech-fest 2017 and 2018.
- **2017:** Student Coordinator at Training & Placement Cell, BKBIET, Pilani.
- **2016 - 2018:** Chairperson in Computer Society of India-BKBIET Student Branch.
- **2016 -** Participated in Smart India Hackathon 2016 and got shortlisted for Grand Finale.
- **2016 - 2018:** Conducted several workshops on different programming languages under the CSI-BKBIET Student.
- **2015:** Worked as Technical Head in ASME-BKBIET Student Chapter for 6 months.