



Aditya Prakash

Aspiring Intern at Toyota InfoTechnology Center

EDUCATION

Bachelors

B.Tech

Computer Science

IIIT- Vadodara

CPI 7.94

Masters

MS

Computer Science

University of Texas at Dallas

GPA 3.763*

*Currently Enrolled

PROFILE

- LinkedIn

<https://www.linkedin.com/in/aditya-prakash-74039b14b/>

- Github

<https://github.com/adityaiiitv>

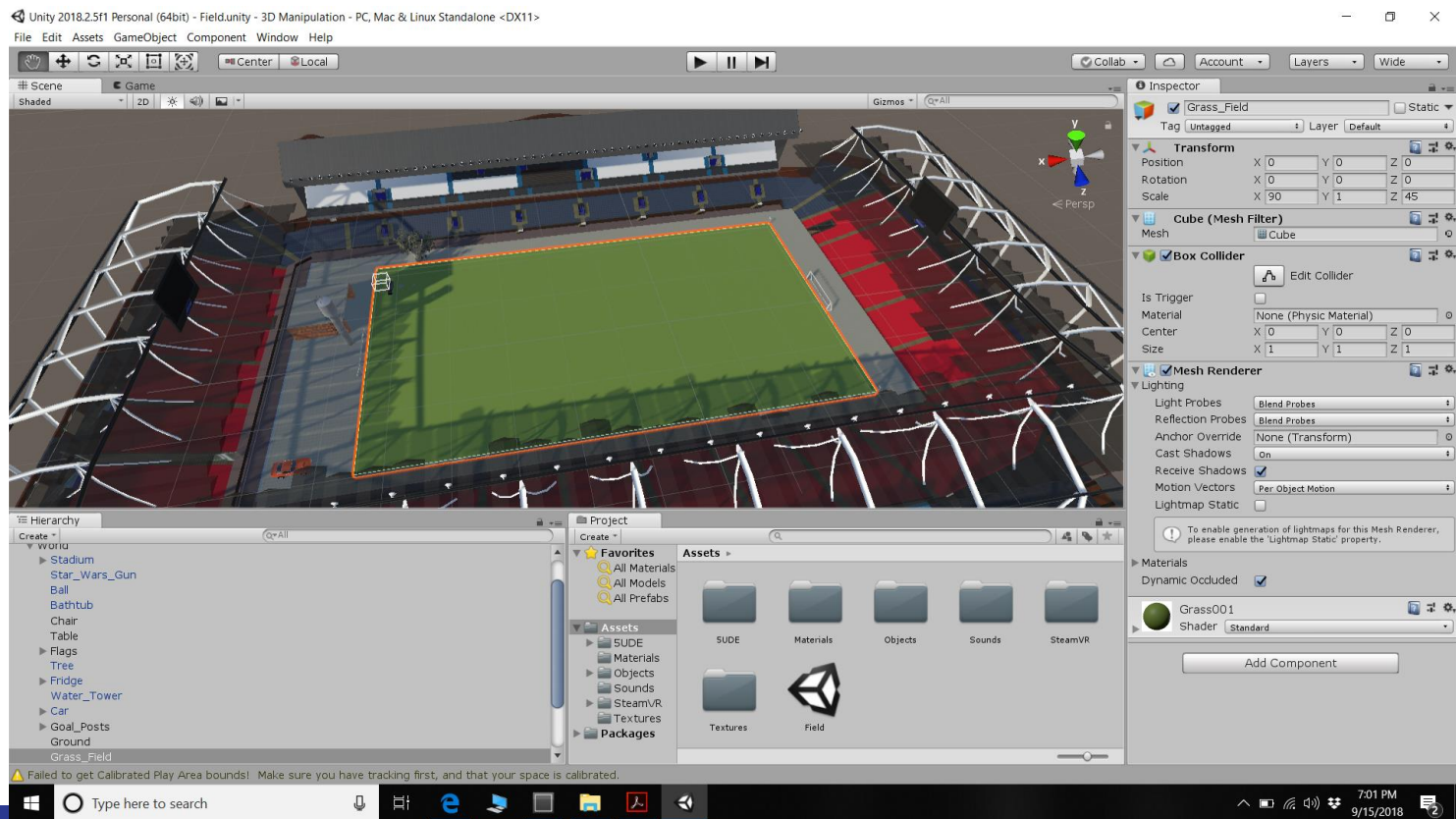
- Updated resume mailed

Tools and Technologies

- Unity, Blender
- API: Google VR, OpenCV, Playmaker
- Hardware: HTC Vive, Samsung Gear VR
- Platform: Android, WebGL, Vive Simulator
- Languages: C#, C++,

Work Samples

Soccer Stadium



Soccer Stadium

- Realistic, scaled
- Sounds
- Object Manipulation States: Open, Hold, Closed, Enlarge
- Movement States
- Vive Simulator
- Team of 2



Center
Local

▶
⏸
▶

Collab
Account
Layers
Wide

Scene

Shaded 2D

Gizmos

All

Hierarchy

Create

- World
 - Stadium
 - Star_Wars_Gun
 - Ball
 - Bathtub
 - Chair
 - Table
 - Flags
 - Tree
 - Fridge
 - Water_Tower
 - Car
 - Goal_Posts
 - Ground
 - Grass_Field

Project

Create

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- SUDE
- Materials
- Objects
- Sounds
- SteamVR
- Textures
- Field

Inspector

Grass_Field

Tag Untagged Layer Default

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 90 Y 1 Z 45

Cube (Mesh Filter)

Mesh Cube

Box Collider

Edit Collider

Is Trigger

Material None (Physic Material)

Center X 0 Y 0 Z 0

Size X 1 Y 1 Z 1

Mesh Renderer

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

Cast Shadows On

Receive Shadows

Motion Vectors Per Object Motion

Lightmap Static

To enable generation of lightmaps for this Mesh Renderer, please enable the 'Lightmap Static' property.

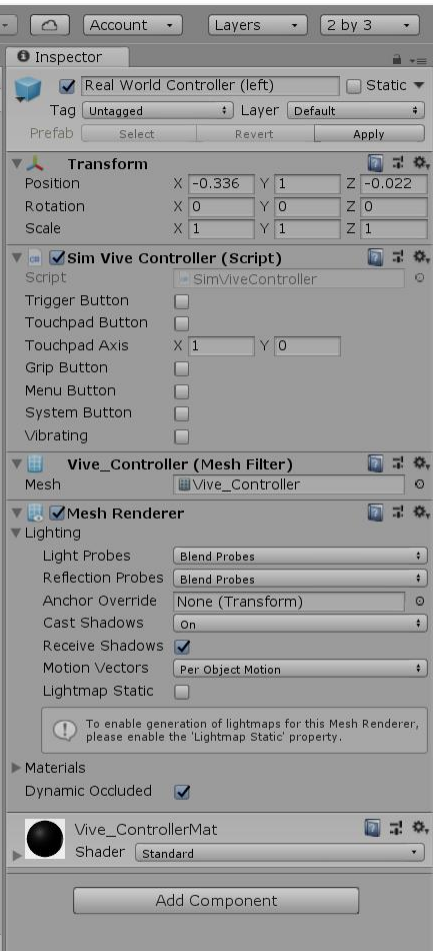
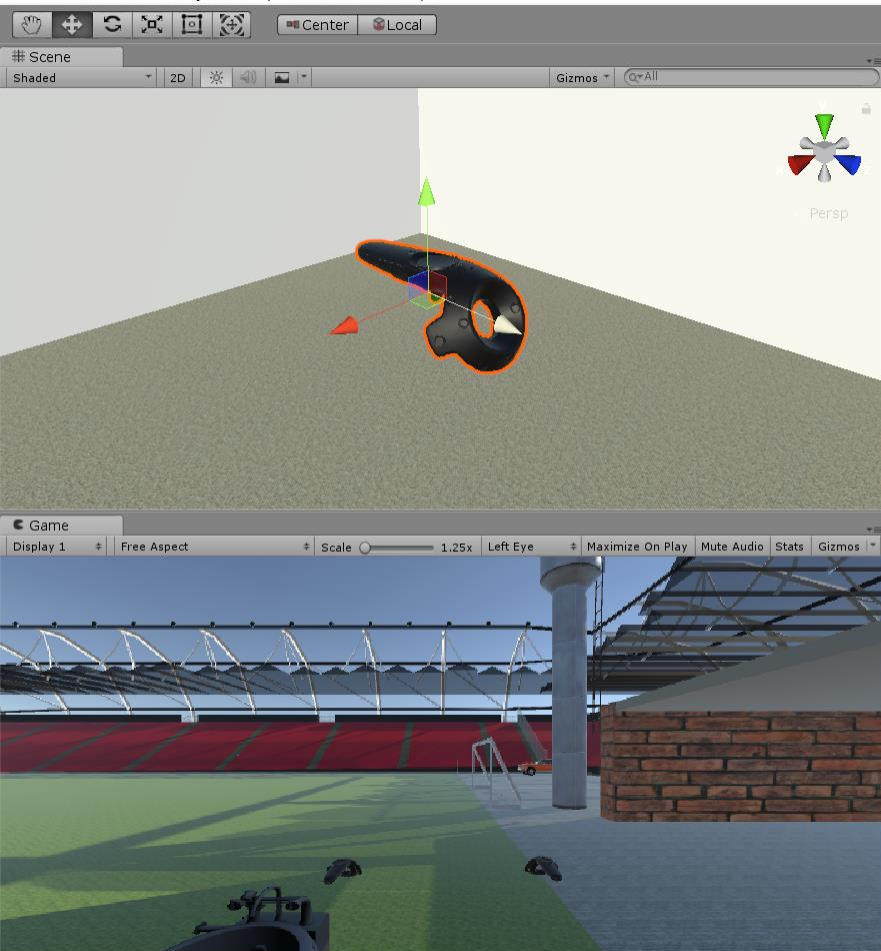
Materials

Dynamic Occluded

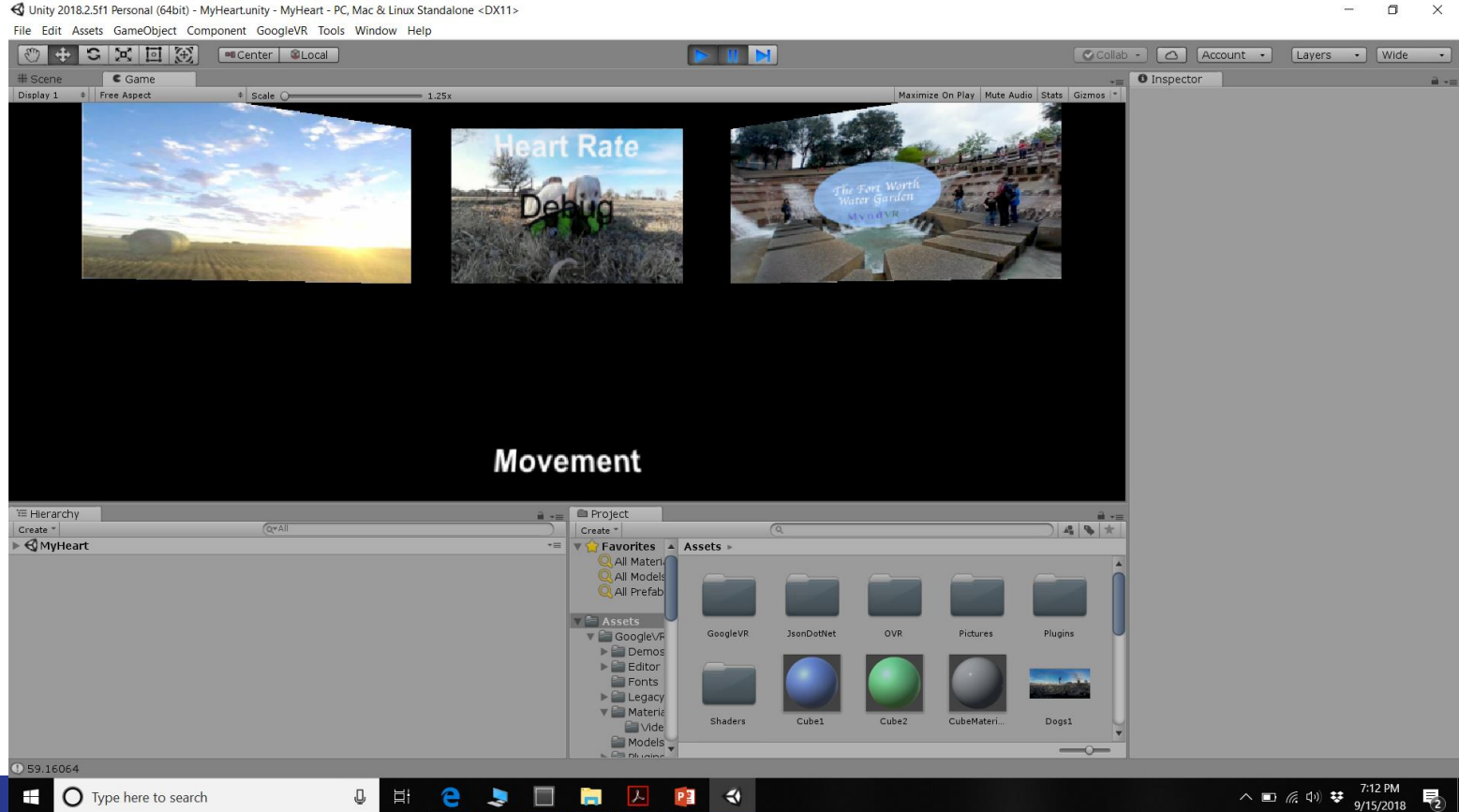
Grass001

Shader Standard

Add Component



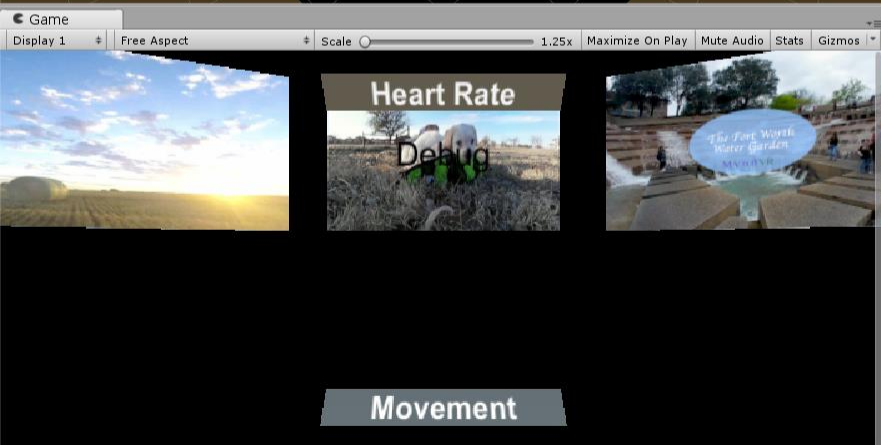
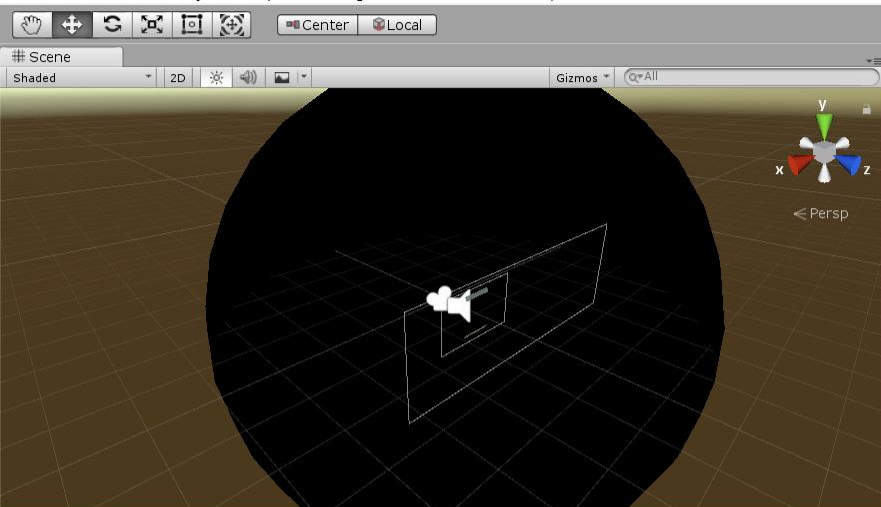
My Heart for MyndVR



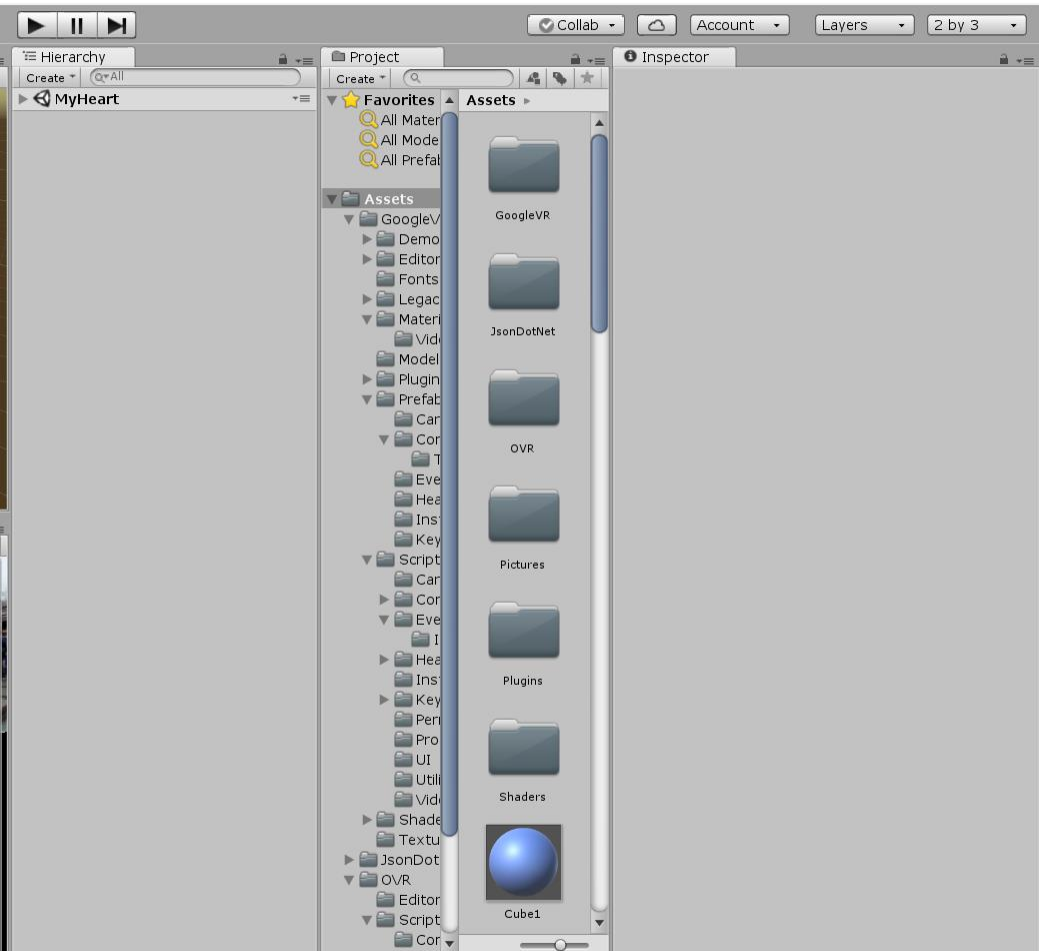
My Heart for MyndVR

- Samsung's GearVR, Gear Fit 2 Pro, Galaxy S6
- Google VR API
- Live logging and display
- Team of 5

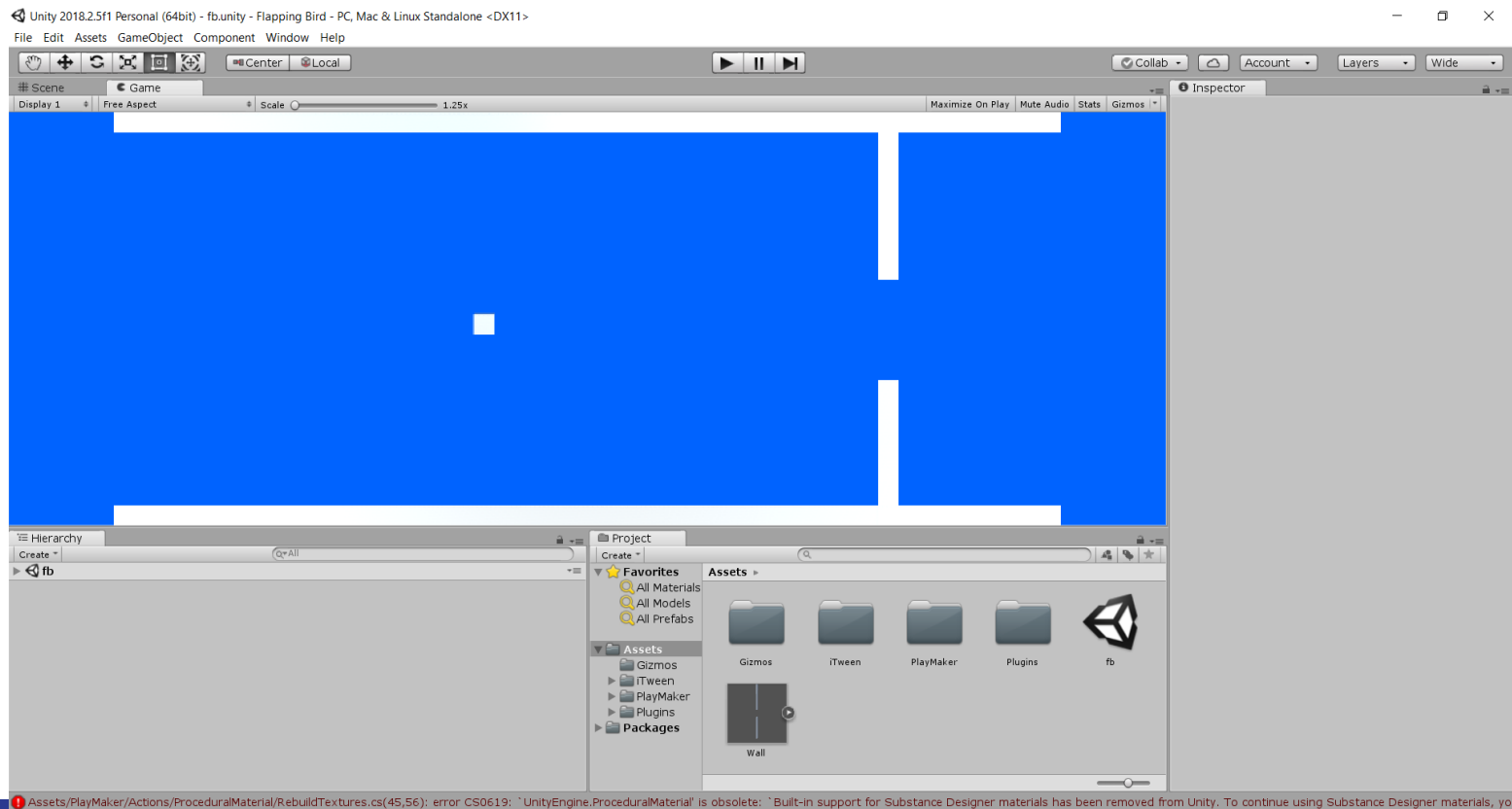




NullReferenceException: Object reference not set to an instance of an object



Flappy Bird



Flappy Bird

- Playmaker
- Smooth
- Finite State Machines



Unity with OpenCV

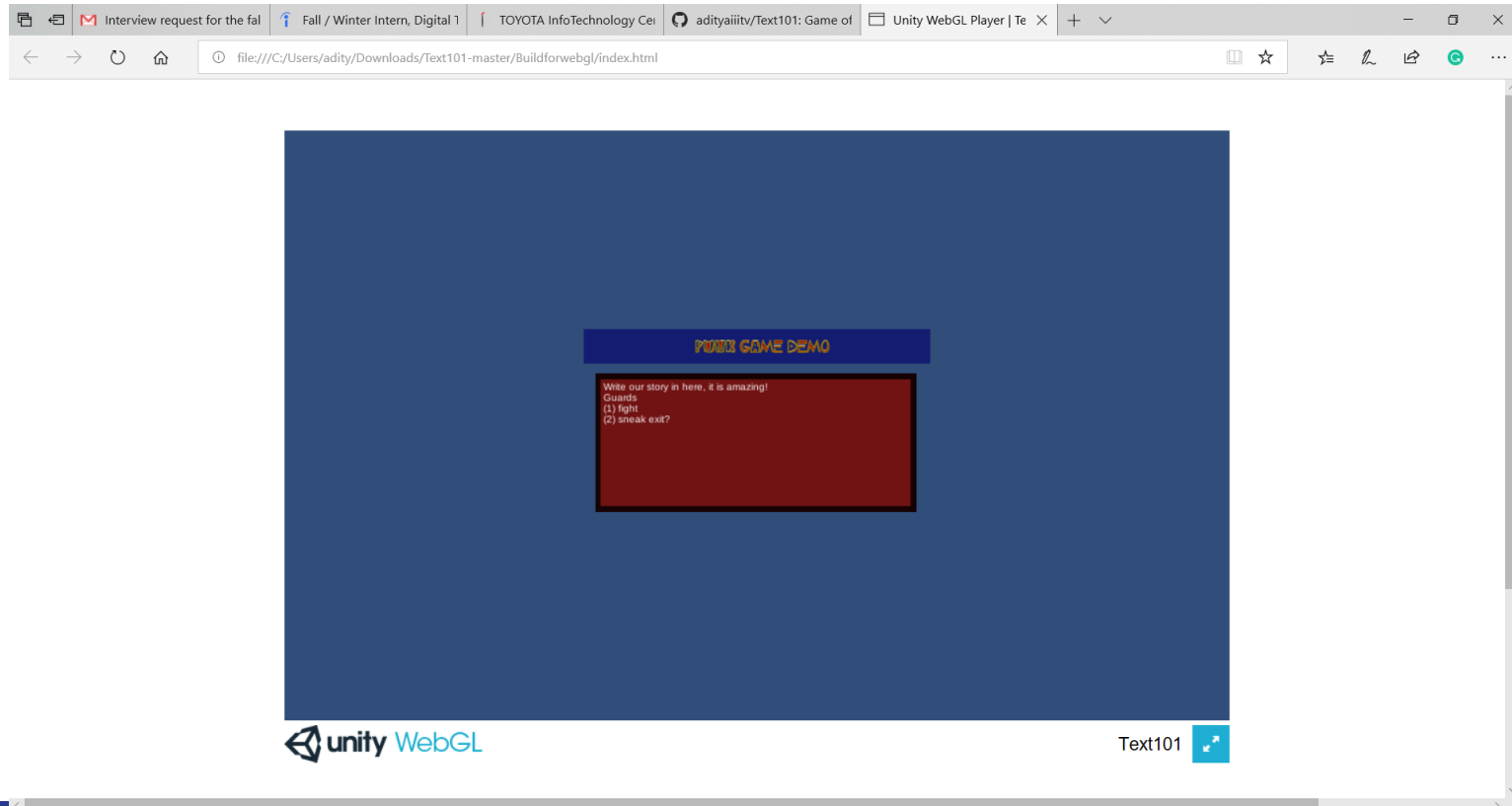


Unity with OpenCV

- Previous experience with OpenCV
 - Atos
 - Geeksforgeeks
 - C++, Python, OpenCV



Text Based Fantasy Game Skeleton



Text Based Fantasy Game Skeleton

- Future games, personal interest
- Online Course
- WebGL



Current Work

- Researcher and Unity Developer under Dr. Midori Kitagawa at UT Dallas on Project: STEPP
- FSM based learning application for high-school students
- Funded by NSF

What Interests me?

- Digital Twin Technology
- Building Simulation Environment
- Innovation
- Research



Why am I a good fit?

- Unity experience
- Programming
- Passionate
- Coursework with Unity, C#, AI, ML



Contact

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Thank You!

