

# Punit Kunjam

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## EDUCATION

**International Institute of Information Technology (IIIT)**, Naya Raipur, Chhattisgarh Aug. 2017 – Aug. 2021  
B.Tech. in Computer Science and Engineering (129 credits)

## WORK EXPERIENCE

**Johns Hopkins University**, Baltimore, Maryland Jan. 2021 – June 2021  
**Research Intern**, Laboratory for Computational Sensing and Robotics  
*Surgical Procedures* (Principal Investigator: Prof. Mathias Unberath, Assistant Professor)

- Developed virtual drilling simulator for mastoidectomy surgeries
- Worked on CHAI3D framework for developing haptic applications
- Programmed OpenGL in C++

**Massachusetts Institute of Technology (MIT)**, Cambridge, MA Aug. 2020 – Jan. 2021  
**Research Intern**, MIT Media Lab  
*Pockets* (Principal Investigator: Mr. Aubrey Simonson, Graduate Research Assistant)

- Designed and developed a system for storing items and carrying menu tools in VR
- Built a paint application in VR using unity 3D
- Wrote scripts in C# programming language

**University of Canterbury**, Christchurch, New Zealand June 2020 – Dec. 2020  
**Research Intern**, Human Interface Technology Lab  
*Collision Avoidance System in Virtual Reality* (Principal Investigator: Dr. Adrian Clark, Senior Lecturer)

- Developed a system to avoid collisions between VR and non-VR users in the virtual environment
- Used computer vision techniques for pose estimation
- Worked with unity3D and scripted in C#

**Johns Hopkins University**, Baltimore, Maryland May 2020  
**Visiting Research Intern [Cancelled]**, Sensing, Manipulation, and Real-Time Systems Lab  
*Surgical Procedures in Augmented Reality* (Principal Investigator: Prof. Peter Kazanzides, Research Professor)

- Was supposed to work on an Augmented Reality Head-Mounted Display research "ARssist"

**MimyK Medical Simulation**, Bangalore, Karnataka June 2019 – July 2019  
**Intern**, Indian Institute of Science Bangalore  
*Medical Simulation Technologies* (Principal Investigator: Dr. Nithin Shivashankar, Co-Founder)

- Developed 3D interactive training modules for the virtual reality simulator using unity 3D
- Programmed in C# programming language, learned basics of computer graphics
- Worked with HTC Vive Virtual Reality system

**WOWEXP Technologies Pvt. Ltd.**, Bangalore, Karnataka May 2019 – June 2019  
**Intern**, WeWork, Bangalore  
*Retail entertainment platforms* (Principal Investigator: Mr. Navin Manaswi, Founder & CEO)

- Developed 3D contents using unity 3D for the company's website
- Worked with the pcon planner and babylon.js
- Learned how a startup works in its initial stage

**StareIn Digital Pvt. Ltd.**, Hyderabad, Telangana Jan. 2019 – March 2019  
**Game Development Intern**  
*Hyper-casual games* (Principal Investigator: Mr. Vamsi Raju, Co-Founder)

- Developed the prototype for a game using the unity3D game engine
- Learned to develop games for the android platform
- Programmed in C# to implement gameplay mechanics

## SKILLS

- Programming Language:** C#, C++, Basic Python
- Tools/Frameworks:** Unity3D, CHAI3D, Visual Studio, Git, GitHub
- Industrial:** Data Structures and Algorithms, Game Development