# Kaushik **Meesala**

*Rochester, New York*

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## Education

**Rochester Institute of Technology** — *Rochester, New York*

***Master of Science in Computer Science. GPA : 3.89*** — Aug. 2020 - Est (Dec. 2022)

- Coursework : Artificial Intelligence & Machine Learning, Computer Vision, Computer Graphics & Animation.

**Jawaharlal Nehru Technological University** — *Hyderabad, India*

***Bachelor of Science in Computer Science & Engineering*** — Sep. 2012 - May. 2016

## Skills

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|---|---|
| **Programming** | Java, C#, Python, C/C++, iOS, Swift, Android (Java), MATLAB, LaTeX |
| **Frameworks & Tools** | Unity3D, .Net, Xcode, Tensorflow, OpenCV, Agile (Scrum), Entity Framework, RESTful, Git (SCM) |

## Experience

**Senior Software Engineer** — *Albany, New York*

**Mountain Eagle Media, LLC** — Dec. 2021 - Present

- Research and development of computer vision, sensor fusion (LiDAR), thermal imaging, machine learning algorithms & architecture for autonomous aware systems.
- Research and development on lane detection, object detection and trajectory estimation.
- Leading design & development of application & image-processing pipelines, for iOS/Android platforms.

**Senior Software Engineer** — *Hyderabad, India*

**Imaginate Software Labs** — Feb. 2018 - Dec. 2020

- Designed & engineered mission-critical enterprise simulation and mixed-reality applications for Windows and Android, using C# (.NET), Java and C/C++ in an Agile development environment.
- Created frameworks for 3D scientific data visualization which decreased data pre-processing time by over 25%.
- Redesigned and optimized webrtc-based video streaming back-end to handle high-res video with increased throughput (25%) and high availability (99.9%) by implementing a media encode-decode engine.
- Optimized on-premise server deployments with reduced deployment time (-40%) using image packages.
- Streamlined a company-wide SCM policy which increased release velocity and reduced communication overhead.

**Software Engineer** — *Bangalore, India*

**TeliportMe SARL** — Oct. 2016 - Jan. 2018

- Designed & built enhanced Mixed-reality products for iOS & Android platforms using C#, Swift and Java.
- Engineered "Class XR", a scalable platform where educators can create and teach in AR. `remixvr.org/classxr`
- Created a high resolution rendering and workflow framework which helped migrate over 2 million user images into the new platform using OpenGL (C++) and asynchronous GPU rendering.
- The new framework made possible on-device rendering of 8K images, which reduced server compute and storage usage by 30% and improved image loads by over 80%.

**Programmer Intern** — *Jaipur, India*

**Tinkerly** — Aug. 2015 - Oct. 2015

- Developed real-time Newtonian classical mechanics simulations, with motion tracking. `https://bit.ly/3AlvC9h`

## Writing

**TutorialsForAR.com & TutorialsForVR.com**

**Editor & Writer -** `www.tutorialsforar.com/30-ar-projects-in-30-days-challenge/` **&** `www.tutorialsforvr.com/tutorials` — Jan. 2020

- Authored posts & articles creating 30 AR projects in 30 days challenge based on AR & VR development.