

Kaushik Meesala

Rochester, New York

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Education

Rochester Institute of Technology

Rochester, New York

Master of Science in Computer Science. GPA : 4.0

Aug. 2020 - Dec 2022 (est)

- Coursework : Advanced Object Oriented Programming, Algorithms & Data Structures, 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

Programming JAVA, C# & .Net, Python, C/C++, iOS(Swift), Objective-C, Andorid(Java), LaTeX
Frameworks & Tools Unity3D, Agile (Scrum), Entity Framework, RESTful, Git (SCM)

Experience

Imagine Software Labs

Hyderabad, India

Senior Software Engineer

Feb. 2018 - Dec. 2020

- Designed, architected & developed mission-critical enterprise simulation and Mixed-reality applications using **C#** (Unity3D), **.NET**, **Java** (Android) and **C/C++** in an Agile development environment.
- Developed tools for image, video streaming & graphics tools for 3D scientific data visualization.
- Architected and deployed large-scale on-premise deployments which included creating network architectures.
- Responsible for Application Server deployments and management on AWS EC2.
- My contributions to the applications & platforms are now a part of **US NSF** research 'Augmented Reality in Emergency Responders Training' headed by Virginia Tech where Imagine is the industry partner.

TeliportMe SARL

Bangalore, India

Engineer and Product Manager

Oct. 2016 - Jan. 2018

- Conceptualized & developed enhanced Mixed-reality features & products using **C#** (Unity3D), **Java** (Android), **Swift** & **Obj-C** (iOS).
- Created **Class XR**, an AR platform where educators can create and teach lessons in Augmented Reality. Demo: remixvr.org/classxr
- Created GPU shaders (Java and Metal) for Virtual Reality content for Android/iOS.
- Architected & developed **TeliportMe VR**, a platform for viewing panoramic content.
- Implemented a multi-threaded framework using **OpenGL** (C++) for uploading and rendering 8k textures asynchronously to the GPU. Demo: <https://goo.gl/utYbfm>

ButterFly Edufields

Hyderabad, India

Programmer Intern

Dec. 2015 - Feb. 2016

- Developed intuitive math & science games for students that helped them learn by experimenting, using **C#** (Unity3D) and **Swift** (iOS).

SrJNA Foundation

Jaipur, India

Programmer Intern

Aug. 2015 - Oct. 2015

- Developed real-time simulations of Newtonian classical mechanics, with motion tracking using **C#** (Unity3D). <https://bit.ly/3A1vC9h>

Accomplishments

TutorialsForVR.com

Editor

Mar. 2018 - present

- Publishing article's in VR Development on tutorialsforvr.com for developers and creators which is followed by thousands.

TutorialsForAR.com - 30 Projects in 30 Days Challenge

Editor

Jan. 2020 - present

- Published tutorials & articles for creating 30 AR projects in 30 days based on Augmented Reality AR technologies at tutorialsforar.com.