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 - Present*
- Coursework : Advanced Object Oriented Programming, Algorithms, 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

Imaginate 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), **.NE**T, **Java** (Android) and **C/C++** in an Agile development environment.
- Developed tools for image capture, video streaming in a client-server & peer-peer network, graphics tools for 3D scientific data visualization.
- Architected and deployed large-scale on-premise deployments which included creating network architectures.
- Helped implement a company wide SCM process.
- 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 Imaginate is the industry partner.

TeliportMe SARL   *Bangalore, India*
ENGINEER AND PRODUCT MANAGER   *Oct. 2016 - Jan. 2018*

- Conceptualized and developed enhanced Mixed-reality features and products using **C#** (Unity3D), **Java** (Android), **Swift** & **Objective-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/applications 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 integration with intel real sense technology using **C#** (Unity3D). `https://bit.ly/3AlvC9h`

Accomplishments

TutorialsForVR.com

E<small>DITOR</small>   *Mar. 2018 - Present*
- Publishing tutorials and lesson's blogs in VR Development on `tutorialsforvr.com` for developers and creators which is followed by thousands.

TutorialsForAR.com - 30 Projects in 30 Days Challenge

E<small>DITOR</small>   *Jan. 2020 - PRESENT*
- Published tutorials and articles for creating 30 AR projects in 30 days based on ARKit and ARCore in the AR field at `tutorialsforar.com`.