



LokeshKosuri

Creative Professional with nearly 5 years of experience in IT and Digital industry (AR/VR/MR/HR).

WEBSITE

WEBSITE : <https://lokeshkosuri.000webhostapp.com/>

OBJECTIVE

AN OPPORTUNITY TO WORK IN REAL TIME PROJECTS WHERE WE CAN CHANGE THE WAY WE INTERACT WITH APPLICATIONS

EMPLOYMENT

2014 - 2018

AR/VR/MR DEVELOPER (JULY'14 – JAN'18) –

Tata Consultancy Services, Chennai

DESIGNATION: SYSTEMS ENGINEER

DEPARTMENTS: RESEARCH & DEVELOPMENT, INSURANCE

DESCRIPTION:

- + Worked on R&D, INSURANCE projects and innovative POC's

ROLES AND RESPONSIBILITIES:

- + Full Stack Developer(Environment Designing, Texturing, Lighting, Logic Implementation)
- + Understanding the need and developing POC's so that it can be proceeded further for production development
- + Used HTC Vive, Leap Motion, iPad for VR and AR development
- + Used various SDK such as ARKIT, vuforia ,Leap Motion SDK etc.
- + Worked on Simulation Projects and various POC's for Data Visualisation and Digitization

PROJECTS:

+ DRIVING SIMULATOR:

- o **TEAM SIZE :** 6
- o **DURATION :** 1 year
- o **JOB ROLE:** Developer & Environment Designer
- o **TECHNOLOGIES USED:** Unity3D, Arduino integrated circuit

- Simulated the process of driving car using the necessary hardware parts which gives inputs to Unity3D through Arduino integrated circuit
- This application checks all the driving rules and best practices and provides the feedback to the user at the end of session
- We gamified the complete process in order to make it easy to use
- Used Unity3D as software to develop and integrated car parts for hardware support (actual car clutch, break, gear and a display monitor as application front end)
- This application can be used to teach/ improve one's car driving skills
- **EXAMPLE REFERENCE :** [Link](#)

+ **TRACTOR SIMULATOR:**

- **TEAM SIZE :** 4
- **DURATION :** 8 months
- **JOB ROLE:** Developer & Environment Designer
- **TECHNOLOGIES USED :** Unity3D, Arduino integrated circuit
- Simulated the process of driving tractor using the necessary hardware parts which gives inputs to Unity3D through Arduino integrated circuit
- This application checks all the rules and best practices to drive a tractor and provides feedback to the user at the end of session
- We gamified the complete process in order to make it easy to understand
- Used Unity3D as software to develop and integrated tractor parts for hardware support (actual tractor clutch, break, gear and a display monitor as application front end)
- This application can be used to teach/ improve one's tractor driving skills and basic troubleshootings of tractor
- **EXAMPLE REFERENCE :** [Link](#)

+ **AUTOQUOTE:**

- **TEAM SIZE :** 2
- **DURATION :** 2 months
- **JOB ROLE:** AR Lead Developer
- **TECHNOLOGIES USED :** Unity3D, Services for OCR & Insurance data, Vuforia for image capturing with focus mode.
- This is an insurance application where user will take a snap of the vehicle (which includes number plate of the vehicle) to get the insurance quote with a single click
- Used Unity3D as software to develop and OCR technology to recognize number plate and get the necessary details for the insurance quote
- No reference available.

- + Worked on several VR walkthrough and Content digitization, visualization projects using Vuforia (AR)

2018 - Present

AR/VR/MR LEAD DEVELOPER (JAN'18 – PRESENT)–

Hexaware Technologies LTD, Chennai

DESIGNATION: SENIOR SOFTWARE ENGINEER

DEPARTMENT: RESEARCH & DEVELOPMENT

DESCRIPTION:

- + Worked on several R&D projects and innovative POC's

ROLES AND RESPONSIBILITIES:

- + Full Stack Lead Developer (Environment Designing, Texturing, Lighting, Logic Implementation)
- + Understanding the need and developing POC's so that it can be proceeded further for production development
- + Used HTC vive, Leap motion, iPad, Holo Lens for VR, AR & MR development
- + Used various SDK such as ARKIT, Vuforia, Leap SDK etc
- + Worked on Simulation Projects and various POC's for Data Visualisation and Digitization

+ RICOH SOCIAL VR:

- o **TEAM SIZE :** 6
- o **DURATION :** 2 months
- o **JOB ROLE:** VR Developer & Lighting Artist
- o **TECHNOLOGIES USED:** Unity3D, HTC Vive, Leap Motion Sensor, Photon Unity Networking
- o The Ricoh printers are widely used all over the world for large scale printing. The printer is very huge that transportation just for demo takes a lot of cost. Maintenance of the printer are also very expensive. It takes time for sales person and engineer to set it up for demo. Thus, the idea behind the project was to reduce the cost, transportation and maintenance of the printer
- o This is a VR solution built where you join as Sales or Customer into the virtual space and interact with the large printer using HTC Vive & Leap Motion Sensor
- o **EXAMPLE REFERENCE :** [Link](#)

+ RICOH AR:

- o **TEAM SIZE :** 3
- o **DURATION :** 1 month
- o **JOB ROLE:** AR Developer
- o **TECHNOLOGIES USED:** Unity3D, AR kit(1.0)
- o The Ricoh printers are widely used all over the world for large scale printing. The printer is very huge that transportation just for demo takes a lot of cost. Maintenance of the printer are also very expensive. It takes time for sales person and engineer to set it up for demo. Thus, the idea behind the project was to reduce the cost, transportation and maintenance of the printer

- This is an AR solution built where you can scan your actual surface and place the printer (you can even check weather the printer fits into your room by using Room Measure feature) to give the demo to the customer by showcasing all the functionalities of the large printer
- **EXAMPLE REFERENCE :** [Link](#)

+ **CXC AR PORTAL :**

- **TEAM SIZE :** 1
- **DURATION :** 2 month
- **JOB ROLE:** Full Stack Developer(AR Lead Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED:** Unity3D, Vuforia Ground Plane(AR Core,AR Kit).
- This application places a magic portal door in front of you from where you can enter an entirely different environment and interact with
- **EXAMPLE REFERENCE :** This is currently available in Google Play Store (please checkout the below link for the same)

CXC PORTAL:

<https://play.google.com/store/apps/details?id=com.hexaware.cxcportal>

+ **IP CAM PORTAL (DR. STRANGE PORTAL):** [Example Reference](#)

- **TEAM SIZE :** 1
- **DURATION :** 2 weeks
- **JOB ROLE:** Full Stack Developer(AR Lead Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED:** Unity3D, Vuforia Ground Plane(AR Core,AR Kit), IP Camera for video feed.
- This solution was basically plotting a Doctor Strange portal in front of you using Mid Air AR Object Placement which can render construction site IP camera (can access any IP camera which supports live streaming)
- **EXAMPLE REFERENCE :** [Link](#)

+ **AR SERVER CONTROLLER (DATA VISUALIZATION):**

- **TEAM SIZE :** 1
- **DURATION :** 2 weeks
- **JOB ROLE:** Full Stack Developer(AR Lead Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED:** Unity3D, Wikitude(AR Core,AR Kit).
- This solution was built for visualizing the internal management system servers located in varies latitude and longitude on an Augmented Globe where you can interact and access those servers

- **EXAMPLE REFERENCE :** [Link](#)

+ **DELTA VR:**

- **TEAM SIZE :** 3
- **DURATION :** 1 month
- **JOB ROLE:** Full Stack Developer(VR Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED :** Unity3D, HTC Vive, Leap Motion Sensor.
- This Solution is built for crew training for Delta Airlines using Unity 3D with HTC Vive
- **EXAMPLE REFERENCE :** [Link](#)

+ **ARTVAN FURNITURE AR :**

- **TEAM SIZE :** 5
- **DURATION :** 1 month
- **JOB ROLE:** Full Stack Developer(AR Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED :** Unity3D, Vuforia Ground Plane, AR CORE, AR Kit.
- Project is about to customize the furniture with the different textures, measure the furniture and check whether the furniture fit the customer room and fits the style of the room. This helps the customer to visualize the furniture before buying.
- **EXAMPLE REFERENCE :** [Link](#)

+ **CAR CUSTOMIZATION:**

- **TEAM SIZE :** 4
- **DURATION :** 1 month
- **JOB ROLE:** Full Stack Developer(AR Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED :** Unity3D, Wikitude, ARKIT.
- Project is to plot the Car in AR and customization can be done by changing Colors, Tyre rims and Seat style textures and side reflections were achieved using ARKIT.
- **EXAMPLE REFERENCE :** [Link](#)

Below are few more projects I have worked on:

- + [X&O \(Tic-tac-toe\)](#)
- + **HEUG AR BROCHURE & CAMPUS WALKTHROUGH**

HYPER REALITY(HR)
MIXED REALITY (MR)
C#
JAVA
JAVA SCRIPT
VBA
SQL
JSON
HOLO LENS
HTC VIVE
UNITY3D
UNREAL ENGINE
MAYA
BLENDER
SUBSTANCE PAINTER
PHOTOSHOP
AR KIT(IOS)
AR CORE(ANDROID)
VUFORIA (CROSS PLATFORM AR)
WIKITUDE (CROSS PLATFORM AR)

EDUCATION

2011 – 2014

BACHELOR OF SCIENCES – Krishna University, Andhra Pradesh.

- + Specialized in Computer Science, Mathematics, Statistics
- + Here only my foot steps started following my passion where I used to play lot of games and wanted to create too.

2017 – Present

MASTER OF COMPUTER APPLICATIONS – Indira Gandhi National Open University.

- + Currently pursuing my fifth semester of my masters from IGNOU

AWARDS

2015

ON THE SPOT AWARD - Awards for Excellence – Tata Consultancy Services

2016

STAR OF THE MONTH - Awards for Excellence – Tata Consultancy Services

2017

BEST TEAM - Star Awards – Tata Consultancy Services

2019

IMS HACKATHON WINNER - Hexaware Technologies LTD

CERTIFICATIONS

2016

ORACLE CERTIFIED PROFESSIONAL, JAVA SE 6 PROGRAMMER

2017

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LOMA - ASSOCIATE, LIFE MANAGEMENT INSTITUTE (ALMI)

INTERESTS

**GYMMING
BADMINTON
TRAVELLING
DRAWING**

LANGUAGES

**ENGLISH
TELUGU
HINDI
TAMIL**