



LokeshKosuri

Creative Professional with 6 years of experience in IT and Digital industry
(AR/VR/MR/HR).

OBJECTIVE

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

EMPLOYMENT

2019 – Present

AR/VR/MR UNIT MANAGER (AUG'19 – PRESENT)–

Bajaj Finserv, Pune

DESIGNATION: SENIOR UNIT LEAD (XR TECHNOLOGIES)

DEPARTMENT: RESEARCH & DEVELOPMENT

DESCRIPTION:

- + Worked on several R&D projects and innovative initiatives for Bajaj Group

ROLES AND RESPONSIBILITIES:

- + Application Use-case study and architecture design.
- + Built and integrated several AR/VR apps into existing Native Applications
- + Complete development of the application end to end
- + Understanding the need and developing POC's so that it can be proceeded further for production development
- + Used Oculus Quest, Rift, HTC vive pro, Leap motion, iPad, Holo Lens for VR, AR & MR development
- + Used various SDK's such as
 - o **AR KIT**
 - o **AR Core**
 - o **Wikitude**
 - o **MapBox**
 - o **ARToolKit**
 - o **WebAR**
 - o **WebVR**
 - o **VuforiaAR**
 - o **Leap SDK**
 - o **WegGL** for web based application AR/VR applications.

- + **OFFICE SPACE INDOOR NAVIGATION (WITHOUT ANY EXTERNAL DEVICE USED/NO WIFI/NO BLUETOOTH):**
 - **TEAM SIZE:** 2(UX Designer, Application Developer)
 - **DURATION:** 2 months
 - **JOB ROLE:** Application Designer and Developer
 - **TECHNOLOGIES USED:** Unity3D, AR Core, AR Kit, AR Foundation by Unity, MapBox
 - I Created an application where we only need the floor plan of the premises to create the virtual navigation path for the office space.
 - We Placed several digital objects and video and Image content and stitched the path for Bajaj Offices.
 - We can use this solution to any kind of office space or newly built assets to give a tour of the premises without any human assistance
 - We created a virtual bot which will talk to the visitors and take the questions.
 - **EXAMPLE REFERENCE:** [Link](#)

- + **BAJAJFINSERV SCANAR:**
 - **TEAM SIZE:** 2(UX Designer, Application Developer)
 - **DURATION:** 2 months
 - **JOB ROLE:** Application Designer and Developer
 - **TECHNOLOGIES USED:** VuforiaAR SDK, Unity Asset Bundles, AR Core, AR Kit.
 - As everyone know how difficult it is to make employees learn and understand company updated policies, we came up with an AR solution which can excite them
 - This is an AR solution built where you can scan your laptop screen and consume company information and the learning programs.
 - A Virtual person will come in front of you and explain the concept in Augmented Reality.
 - We have Integrated this application into existing Bajaj Internal Native Application and this App is live and serving as company's communication platform. The app content can be changed remotely from anywhere to update the content every day.

- + **MAKE A WISH AR:**
 - **TEAM SIZE:** 3(UX Designer, UI Designer, Application Developer)
 - **DURATION:** 2 months
 - **JOB ROLE:** Full Stack Developer (AR Lead Application Developer, Code Development, 3D Object Création, Environment Designing, Scene Lighting)
 - **TECHNOLOGIES USED:** Unity3D, Vuforia Ground Plane (AR Core, AR Kit).
 - This is an AR Application built for Bajaj Finserv customers where user can place the Virtual appliances and get a shop floor experience at home/in their houses and try to make a wish to buy the product.

- Once the wish is made Bajaj Finserv will be providing offer on top the selective products to complete the wish cycle.
- This application is running live and created great opportunities for company to generate the leads.
- **EXAMPLE REFERENCE:** [Link](#)

+ **CARD AR (CREDIT CARD & EMI CARD):** [Example Reference](#)

- **TEAM SIZE:** 3(UX Designer, UI Designer, Application Developer)
- **DURATION:** 2 Months
- **JOB ROLE:** Full Stack Developer (AR Lead Application Developer, Code Development, 3D Object Création, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED:** Unity3D, VuforiaAR, AR Foundation, ARCore & ARKit Support.
- We created complete end to end AR application for Credit Card & EMI Card of Bajaj Finserv which virtually shows the card
- The app shows the branches virtually and give the directions to you to the nearest branch.
- It will show you all the offers on the card virtually using varies virtual objects like (Air Miles, Cars on Rent, Appliances offers on EMI Network, etc.)
- **EXAMPLE REFERENCE:** [Link](#)

+ **VIRTUAL BRANCH:** [Example Reference](#)

- **TEAM SIZE:** 3(UX Designer, UI Designer, Application Developer)
- **DURATION:** 1 month
- **JOB ROLE:** Full Stack Developer (AR Lead Application Developer, Code Development, 3D Object Création, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED:** Unity3D & WebGL, Blender.
- This is a Web Based 3D application where the user can get the experience & functionalities like a physical branch of Bajaj Finserv
- We have created the virtual tours of the offices also as part of the app
- **EXAMPLE REFERENCE:** [Link](#)



+ **WEB AR/VR:** [Example Reference](#)

- o Worked on several POC's using WebXR where user don't need any app to install, just by a link user can experience the rich AR/VR content.
- o **TECHNOLOGIES USED:** Unity3D & WebGL, 8TH WALL WebAR, Three.js, AR.js, Zappworks
- o **EXAMPLE REFERENCE:** [Link](#)

+ **AR OUTDOOR NAVIGATION:**

- o Working on AR real time Navigator using GPS and AR Hit points.
- o Which can track the user and push the offers according to the user location using Bajaj EMI store data.
- o **TECHNOLOGIES USED:** Unity3D & GPS, AR Foundation, MapBox



2018 – 2019

AR/VR/MR LEAD DEVELOPER (JAN'18 – AUG'19)–

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
 - o **ARKIT**
 - o **ARCore**
 - o **Wikitude**
 - o **MapBox**
 - o **ARToolKit**
 - o **WebAR**
 - o **WebVR**
 - o **VuforiaAR**
 - o **Leap SDK**
 - o **WegGL** for web based application AR/VR applications.
- + Worked on Simulation Projects and various POC's for Data Visualisation and Digitization

+ **RICOH SOCIAL VR:**

- **TEAM SIZE:** 6
- **DURATION:** 2 months
- **JOB ROLE:** VR Developer & Lighting Artist
- **TECHNOLOGIES USED:** Unity3D, HTC Vive, Leap Motion Sensor, Photon Unity Networking
- 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 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
- **EXAMPLE REFERENCE:** [Link](#)

+ **RICOH AR:**

- **TEAM SIZE:** 3
- **DURATION:** 1 month
- **JOB ROLE:** AR Developer
- **TECHNOLOGIES USED:** Unity3D, AR kit (1.0)
- 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 whether 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 months
- **JOB ROLE:** Full Stack Developer (AR Lead Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED:** Unity3D, Unreal Engine, 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 check out the below link for the same)

CXC PORTAL:

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

+ 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 all about to customise 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 customisation 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**

2014 - 2018

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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
- o Simulated the process of driving car using the necessary hardware parts which gives inputs to Unity3D through Arduino integrated circuit
- o This application checks all the driving rules and best practices and provides the feedback to the user at the end of session
- o We gamified the complete process in order to make it easy to use
- o 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)
- o This application can be used to teach/ improve one's car driving skills
- o **EXAMPLE REFERENCE:** [Link](#)

+ TRACTOR SIMULATOR:

- o **TEAM SIZE:** 4
- o **DURATION:** 8 months
- o **JOB ROLE:** Developer & Environment Designer
- o **TECHNOLOGIES USED:** Unity3D, Arduino integrated circuit
- o Simulated the process of driving tractor using the necessary hardware parts which gives inputs to Unity3D through Arduino integrated circuit
- o This application checks all the rules and best practices to drive a tractor and provides feedback to the user at the end of session
- o 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 ones tractor driving skills and basic troubleshootings of tractor
- **EXAMPLE REFERENCE:** [Link](#)

+ **AUTOQUOTE:**

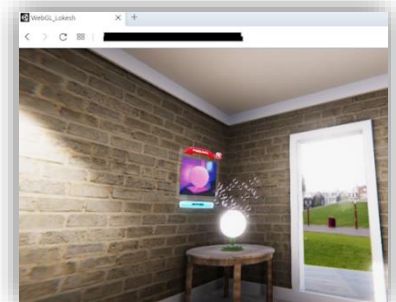
- **TEAM SIZE:** 2
- **DURATION:** 6 months
- **JOB ROLE:** AR Lead Developer
- **TECHNOLOGIES USED:** Unity3D, Services for OCR & Insurance data, Vuforia for image capturing with focus mode.
- This is a insurance application where user will take a snap of the vehicle (which inscludes number plate of 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 nessesary details for the insurance quote

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

- **TEAM SIZE:** 1
- **DURATION:** 5 weeks
- **JOB ROLE:** Full Stack Developer (AR Developer, Environment Designing, Scene Lighting)
- **TECHNOLOGIES USED:** Unity3D, Vuforia Ground, 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](#)

+ **VIRTUAL SHOPPING:** [Example Reference](#)

- **TEAM SIZE:** 3(UI Team, Application Developer)
- **DURATION:** 2 months
- **JOB ROLE:** AR Developer, Code Development, 3D Object Création.
- **TECHNOLOGIES USED:** Unity3D & WebGL, Maya.
- This is a Web Based 3D application where the user can get the experience & functionalities like a physical shopping mall for an ecommerce client.



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- We created the real virtual rooms where user can go through and buy the products, he/she want.
- **EXAMPLE REFERENCE:** [Link](#)

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

- **TEAM SIZE:** 3
- **DURATION:** 6 Months
- **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
- The Solution is built for HoloLens as well as Mobile
- **EXAMPLE REFERENCE:** [Link](#)

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

TECHNOLOGIES

AUGMENTED REALITY(AR)

VIRTUAL REALITY(VR)

HYPER REALITY(HR)

MIXED REALITY (MR)

C#

AR.JS, THREE.JS

JAVA

VBA

SQL

JSON

HOLO LENS

HTC VIVE PRO

OCULUS QUEST

OCULUS RIFT S

UNITY3D

UNREAL ENGINE

MAYA, BLENDER

SUBSTANCE PAINTER

PHOTOSHOP

AR KIT(IOS)

AR CORE(ANDROID)

WEBXR

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 footsteps 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

2019

TECHGIG 2019 - NEW COMMERCE ([LINK](#)) - Won the content

CERTIFICATIONS

2016

ORACLE CERTIFIED PROFESSIONAL, JAVA PROGRAMMER

2017

LOMA - ASSOCIATE, LIFE MANAGEMENT INSTITUTE (ALMI)

INTERESTS

GYMMING
GAMING
BADMINTON
TRAVELLING
DRAWING

LANGUAGES

ENGLISH
TELUGU
HINDI
TAMIL