Shubham Singh
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SUMMARY

I am enthusiastic about research and development with latest technologies and building custom tools, utilities and automation scripts. I have experience in building cross platform device-agnostic multiplayer application with enterprise standards and leverage latest development in the field of VR/AR, computer vision, and machine learning.

EDUCATION & CERTIFICATION

University College London (UCL), London   Sep'19-Sep'20
Master of Research (MRes) in Virtual Reality
CGPA - pursuing

Rajiv Gandhi Prodyogiki Vishwavidyalaya, Bhopal   Jul'12-Jun'16
Bachelor of Engineering in Information Technology
CGPA – 7.33/10

Computer Vision with OpenCV and Deep Learning   Dec'19
MOOC on Udemy [Certificate]

Computer Vision and Image Analysis   Dec'18
Microsoft course on edx.org [Certificate]

COMPUTER SKILLS

Languages

- Proficient in: C# and C++

- Comfortable with: python, C, CG and JS

Software

- Game engines: Unity3D and Unreal

- IDE: Visual Studio, Android Studio, XCode, Netbeans and BlueJ.

- Frameworks (API/SDK/libs): OpenCV, Keras, WebRTC, VR, MR, ARCore, Photon Unity Networking (PUN), nodeJS, Vuforia, Mapbox, Tokbox, CSCore, NAudio, OpenGL, GLES, FFMPEG and Lame.

- Tools: ICE servers, Jupyter-lab, socket programming, Git, VoIP, visual SVN, freeNAS, Charles Debugger, Dependency Walker, JustDecompile, Audacity, Photoshop, Hololens, Leap Motion, HTC VIVE, Oculus, Moverio and Vuzix.

EXPERIENCE

Staff Engineer   Sep'17 – Jun'19

Imaginate Software Pvt. Ltd..Hyderabad

- Awarded as best person in Technology for year 2018.

- Worked in a 3 members core team and was responsible for the architecture and development of "Assist" (AR based product), which is being used by clients such as – UTC, Ford, ABB and others. I was mainly involved in R&D and development of core features such as- livestreaming, conferencing, annotation, feature tracking, etc.

- Lead for a VR collaboration project for a team of petro-scientists at Shell PLC. I was given the

responsibility, for an end-to-end delivery of the 6 months long project, where I captured the requirements from clients, and coordinated with internal team of programmers, artists and management. I took care of the R&D and core features of the project and ensure timely delivery.

- Developed module for recording 3D VR session, which records all actions, events, conversation (audio), and contents of the session. Extremely useful for the case of collaborative session which can be reviewed and replayed at later time.

  Wrote C# wrappers for native dlls to render out office documents files (i.e. DOCX and XLSX) and PDFs inside VR application in real time.

Lead Software Imagineer   Nov'16-Aug'17

XR Labs Pvt. Ltd. Chennai

- Developed interactive visualization app for pattern and color painting on wall, using OpenCV and nodeJS. The application was deployed on intel NUC and leap motion was used for interaction.

- Developed an immersive VR-experience of endangered wildlife species on HTC Vive platform which was deployed at Abu Dhabi airport.

- Worked on multiple VR and AR projects for training, repair and inspection of mechanical machinery such as engine valve adjustment, servicing of tractor, electric scooter etc.

- Worked on markerless tracking, annotations and virtual meeting space – multiplayer experience with VoIP as a POC.

- Written a custom parser for loading Obj and Fbx files at runtime in Unity.

ACHIEVEMENTS AND HONORS

Achievements and Qualifications

- Microsoft azure ninja cat @ week of AI 2019. [Follow]

- My game was selected among top 20 games among 100s of other at Pocket Gamer Connect Bangalore 2016.

- Qualified for ACM-ICPC Asia regional consecutively 3 years, ranking under 200 among more than 1500 teams.

- Won 2nd prize in reverse engineering at Techwizard'13.

- Secured 2nd position in college level quiz on World environment day.

Extra-curricular Activities

- Director of Hackathons as part of UCL Tech Society.

- Delivered guest talk at UXIndia 2017 Bangalore on following topic "Platform agnostic UX/UI for AR/VR application". [Follow]

- Given workshop on augmented reality (AR) application organised by Apple Developer group (ADG) at Vellore Institute of Technology (VIT), Chennai. [Follow]

- President of the RJITGEEK Codechef campus chapter of RJIT BSF Academy College.

- Organized and delivered many programming sessions at college level as being part of RJITGEEK community.