Shubham Singh
London, UK
s.nfynt@gmail.com

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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, Java and JS

Software

- Dev environment: Unity3D, Visual Studio and Android Studio.

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

- Tools: ICE servers, socket programming, Git, VoIP, visual SVN, freeNAS, Charles Debugger, Dependency Walker, JustDecompile, Audacity, Photoshop, Oculus, Leap Motion, HTC VIVE, Hololens, 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 involved in R&D and development of core features such as- A/V conferencing, feature tracking in livestream, screen sharing, etc.

- Lead for a VR collaboration project for a team of petro-scientists at Shell PLC. I was incharge 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, such as – collaboration with CT-scanned rock samples, fluid simulation, plant explosion simulation and evacuation, and maintenance.

- Developed feature for recording 3D VR sessions, 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.

- Written platform (Win & android) native libraries to render out office documents files (i.e. DOCX and XLSX) and PDF 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 using Unreal engine, which was presented 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 – multi-user experience with VR collaboration.

- 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 coding community under Codechef campus chapter (2015-16).

- Organized and delivered several hackathons and programming sessions at college level.