OJAS MEHTA

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EDUCATION

University of Massachusetts Lowell **Lowell MA**

Bachelor of Science in **Computer Science** – **Major GPA: 3.61** Expected Dec '20

Dean's List | *University Honors Scholar* – ***GPA 3.96*** | *Int'l Academic Council Scholar*

TECHNICAL SKILLS

Languages: Proficient in *C++*, *Java*, *C*, *C#*; familiar with *Swift*, *Kotlin*, *Python*, *HTML5*

Tools: Proficient with *XCode*, *Unity*, *Android Studio, Visual Studio*; worked with *MaxMSP*

SDK: Experienced with *ARKit*, *ARCore*, *AR Foundation, Bose AR*, *Superpowered Audio*; worked with *AudioKit*, *OpenCV*

WORK EXPERIENCE

AR/VR | Mobile | Audio Exp. Prototyper Co-op **Bose Corporation** **Jun '19 – Dec '19**

- Worked as a software prototyper on the design team to utilize emerging technologies, and create prototypes that enhance user experiences for various platforms through interdisciplinary collaboration
- Designed two apps for iOS using ARKit, SceneKit, AVFoundation, and Bose AR for image detection, world tracking, and 3D audio
- Implemented an AR experience for Unity using Bose AR, and other assets from the Unity store
- Redesigned a previously iOS app for Android improving the audio quality, and reducing latency by 80 ms
- Worked with eye tracking glasses, and created a script to send gaze data over UDP; wrote the receiver
- Developed an app for Unity using OpenCV, and ORB algorithm to test image recognition

PERSONAL PROJECTS

Smart Art (C# - Unity | Java - Android) GitHub: smart_art_unity | smart_art_android

- Built an augmented reality app using image recognition to present users with useful information about the detected art

Tic-Tac-Toe (Java – Android) GitHub: tic-tac-toe

- Created the classic multiplayer tic-tac-toe game that keeps track of the user's score, with the ability to reset them

Live Photos (C# - Unity) GitHub: live_photos

- Developed an augmented reality app using image recognition to overlay a video over the detected image

Guitar Hero (C++) GitHub: guitar_hero

- Built a guitar simulator using Karplus-Strong algorithm to generate a realistic guitar sound mapped to keypress events

Evil Hangman (C) GitHub: evil_hangman

- Developed an unfair hangman game that cheats the user by narrowing down results that least match the user's input
- Dictionary words are stored in an AVL tree which, upon user's guess, is reduced to the list of words without the input char

LEADERSHIP EXPERIENCE

Treasurer **Management Society** **May '19 – Present**

- Coordinate events to teach students professionalism, by bringing guest speakers, alumni to campus to share their experiences
- Manage and oversee the organization's financial budget

Treasurer **Association for Computing Machinery** **Dec '17 – Jan '19**

- Hosted weekly events to teach students programming, ranging from presentations to fun coding competitions
- Audited, and reported to the office of Student Engagement, JCS department for validation

Software Mentor, Team 5962 – Persevere **FIRST Robotics** **Sep '16 – Sep '17**

- Tutored students in learning the technical skills needed to program the robot
- Reviewed the code changes to be pushed upstream

Software Developer, Team 5962 – Persevere **FIRST Robotics** **Sep '15 – Jun '16**

- Lead a design team to analyze, and construct robot designs fulfilling the target goals
- Implemented software components of the robot, such as sensors, autonomous abilities, and driver dashboard
- Programmed the robot that fulfilling the guidelines set by FIRST in 6 weeks with a team

INTERESTS

Music:

- DAWs: Logic Pro X | Pro Tools | Garageband
- Production | Mixing | Mastering
- Hindustani Classical Singing
- Musical Instruments: Piano | Guitar | Piano