Rinkesh Joshi

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OBJECTIVE

Currently seeking an internship to complement theory learned at the university level and explore the professional aspect of the tech industry. Passionate about technology in general and a Virtual Reality - Augmented Reality and Artificial Intelligence enthusiast.

PROJECTS

SMART-MIRROR *(June 2016 – April 2017)*

- ***Project Brief:*** A smart mirror powered by a RaspberryPi 3 running Android which works as a normal reflective mirror and also displays some basic information such as: Time, Weather, News Headlines along with an interactive app which utilizes the camera unit attached with the whole module

MERGE-LENS *(July 2017 – November 2017)*

- ***Project Brief:*** A combination of 2 experimental Augmented Reality apps for Android and a Windows game (developed in Unity).
  1st App – MazeAR (Using Vuforia SDK): Using the camera of an Android Smartphone a special sheet is scanned and based on it, a maze is generated. The user can guide the ball through this maze by moving the sheet.
  2ndApp – SpaceAR: A first person space shooter game where the user has to shoot the enemy spaceships by moving the device in different directions.
  3rd App – A remake of classic game the Space Invaders for Windows.

SELF-DRIVING CAR *(February 2018 – April 2018)*

- ***Project Brief:*** A RC toy car converted into an experimental self-driving car using TensorFlow, OpenCV and RaspberryPi3 which follows a ball of specific colour without any other external input.

BlockBreaker *(October 2018)*

- ***Project Brief:*** A game developed in Unity 3D with complete soundtrack and effects specifically for smartphones (Android Phones only). A redesign of classic Atari Block Breaker game.

GIS VISUALIZATION *(December 2018 – April 2019* ***Developed at BISAG****)*

- ***Project Brief:*** A Geographic Information System (GIS) is a system designed to capture, store, manipulate, analyse, manage, and present spatial or geographic data. This project aims at visualizing large amounts of spatial data to enhance user interaction with maps by using open-source mapping tools.
- There are total three modules in the project: Geographic Visualization of Forest Survey of India 2017 (Research-based), Delhi City Bank and ATM analysis using buffers (Research-based as well as user centric) and lastly New York City Residence Suggestion System (User centric).
- Website: https://mapsinseconds.github.io

INDUSTRIAL TRAINING / INTERNSHIP

BHASKARACHARYA INSTITUTE FOR SPACE APPLICATIONS AND GEO-INFORMATICS (BISAG), Gandhinagar, Gujarat, India ***(17th December 2018 – 22nd April 2019)***

Website: https://bisag.gujarat.gov.in/

KEY SKILLS

- Work efficiently individually and as part of a team
- Good communication skills
- Open to learning new technologies

TECHNICAL SKILLS

- Familiar with: C, C#, C++, Python, JAVA, JavaScript, HTML, CSS
- Android Studio
- TensorFlow
- Unity 3D
- QGIS, GeoServer, PostgreSQL
- OpenCV

English Proficiency Test

- IELTS Test: Overall 8.0 bands *(September 2018)*

EDUCATION

CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY (CHARUSAT), Anand
Bachelor of Technology in Information & Technology (April 2019)

- CGPA: 8.21

NEW ENGLISH SCHOOL (NES), Nadiad
HSC Science (2015) | Percentile Rank: 98.40

ENGLISH TEACHING SCHOOL (ETS), Nadiad
SSC Science (2013) | Percentile Rank: 98.96

PERSONAL DETAILS

Address: 21 — Vedant Bungalows, Santram Deri Road, NADIAD-387002
Languages: ENGLISH, GUJARATI and HINDI

I solemnly declare that all the above information is correct to the best of my knowledge and belief.