SANDEEP
BANGALORE VENKATESH

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Portfolio
sandeepbangalore.co.in:8080

Research Interests
- Augmented Reality
- Game Development
- Computer Vision

Technical Skills
- **Languages**
  C++, C#, Java, PERL, Python, JavaScript, MATLAB
- **Tool and Technologies**
  Unity, Hololens, Oculus Rift, Visual Studio, MATLAB, Adobe Photoshop, Adobe Illustrator
- **Platforms**
  Microsoft Windows, Linux

Awards & Recognitions
- CSIR Programme for Youth on leadership in Science
- Amul Vidya Shree Award

Leadership
- Convenor, Robotics Club, NITK
- Coordinator, Creative design team, Cultural Fest, NITK
- Coordinator, Automata, Electrical and Electronics Committee, Technical Fest, NITK

Citizenship and VISA
Indian – F1 Student VISA

Education

Georgia Institute of Technology   Atlanta, GA
Master of Science, Computer Science   Aug '17 - Present
GPA: 4.0/4.0

National Institute of Technology, Karnataka (NITK)   Mangalore, India
Bachelor of Technology,
Electronics & Communication Engineering
GPA: 9.02/10   Jul '11 – May '15

Experience & Projects

Interactive Media Technology Centre, Georgia Tech

Augmented Reality | Aug '17 - Present

Development of an Augmented Reality pit using Oculus, OVR Vision Pro and Unity game engine. Currently designing and implementing a training and testing simulation for nurses using the Hololens and Unity game engine.

Advisors: Dr. Maribeth Gandy, Jeff Wilson

Game Development
Designed a game named Rage Race which is a single player running game with game dynamics similar to Mario cart. I worked on level design, UI, pickups, player selector menu and the main menu using Unity game engine. Designed PacMan and Arkanoid in Unity game engine. Basic game mechanics like the original game. Implemented ghost AI and pickups to enhance the gameplay.

Samsung Research & Development Institute, Bangalore, India

Senior Hardware Engineer, Library IP | Jul '15 – Jul '17

Designed hardware standard cell libraries using MOSFET and FINFET technologies at 70nm, 28nm and 10nm nodes. Automated design processes of technology benchmarking, flop robustness, latch node stability and EM validations.
Manager: Abhishek Ghosh

École Catholique d'Arts et Métiers (ECAM), Lyon, France
Summer Research Intern | May '14 – Jul '14
Worked on an industrial project titled 'Object Tracking in World Coordinates'. Objective was to determine whether a given machine equipped with a camera, and moving over a workstation containing several objects, was located exactly above a selected object. Used a combination of Computer vision and augmented reality to augment a coordinate system on the selected object and move the camera above it until the y axis was reduced to a point.
Advisors: Dr. Jean-Noël Charvet and Dr. Christophe Jouve