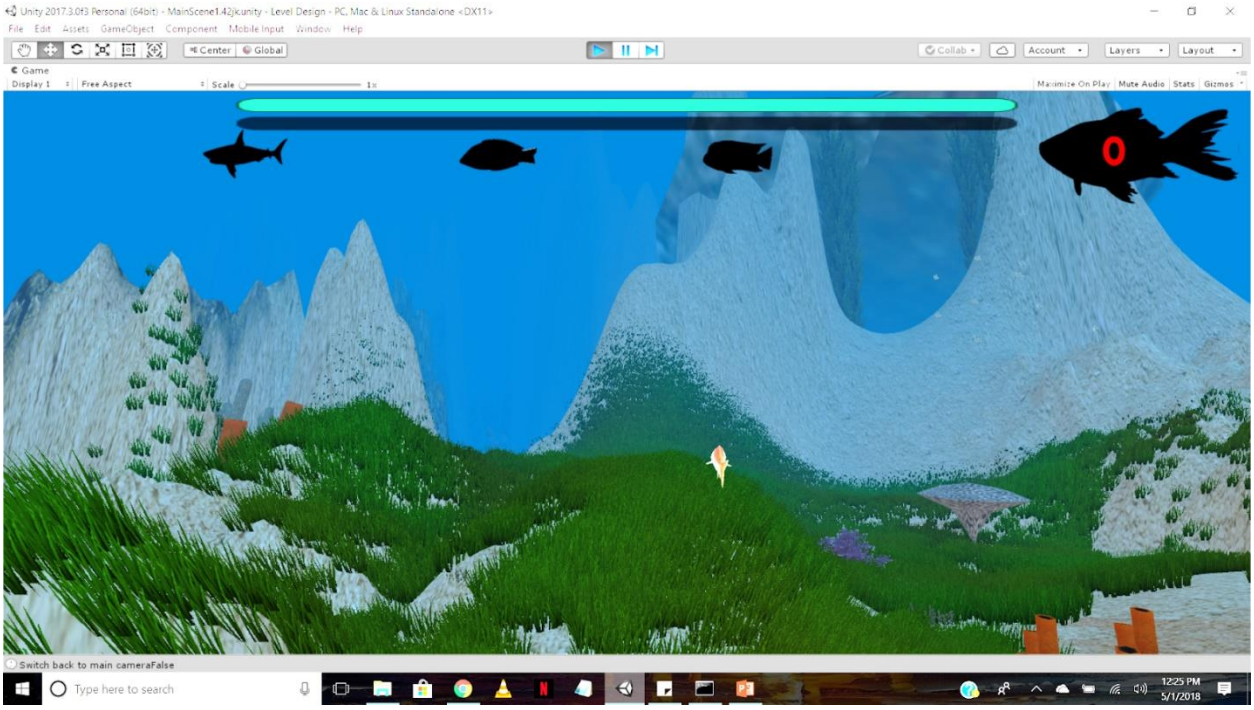
Portfolio- Sunil Nair

1. **CS 6457 Video game design course in a team of 5, Georgia Tech, 2018**
   This is an underwater game developed on Unity and requires the player to solve different underwater mysteries and hurdles to collect fishes. When the player attains a required school size, he can defeat the predator.


Unity 2017.3.0f3 Personal (64bit) - MainScene1.42jkunity - Level Design - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Mobile Input Window Help
Center Global
Collab Account Layers Layout
Game
Display 1 Free Aspect Scale 1x
Maximize On Play Mute Audio Stats Gizmos
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Switch back to main cameraFalse
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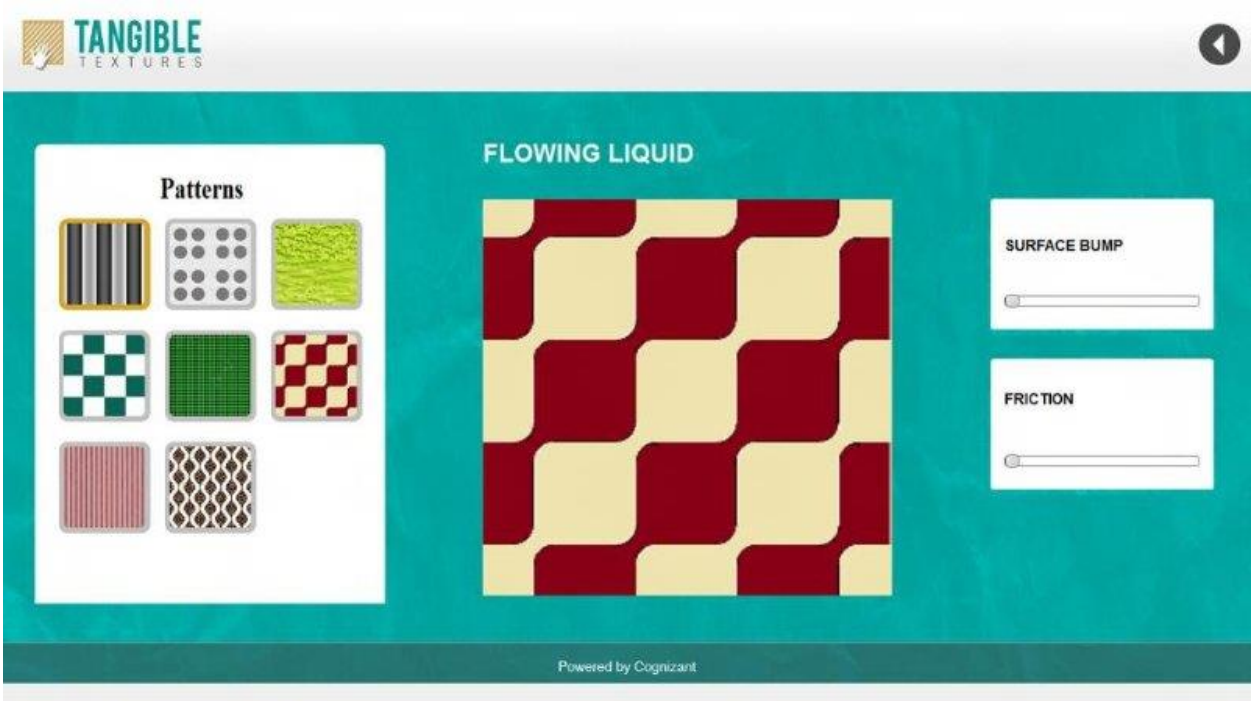
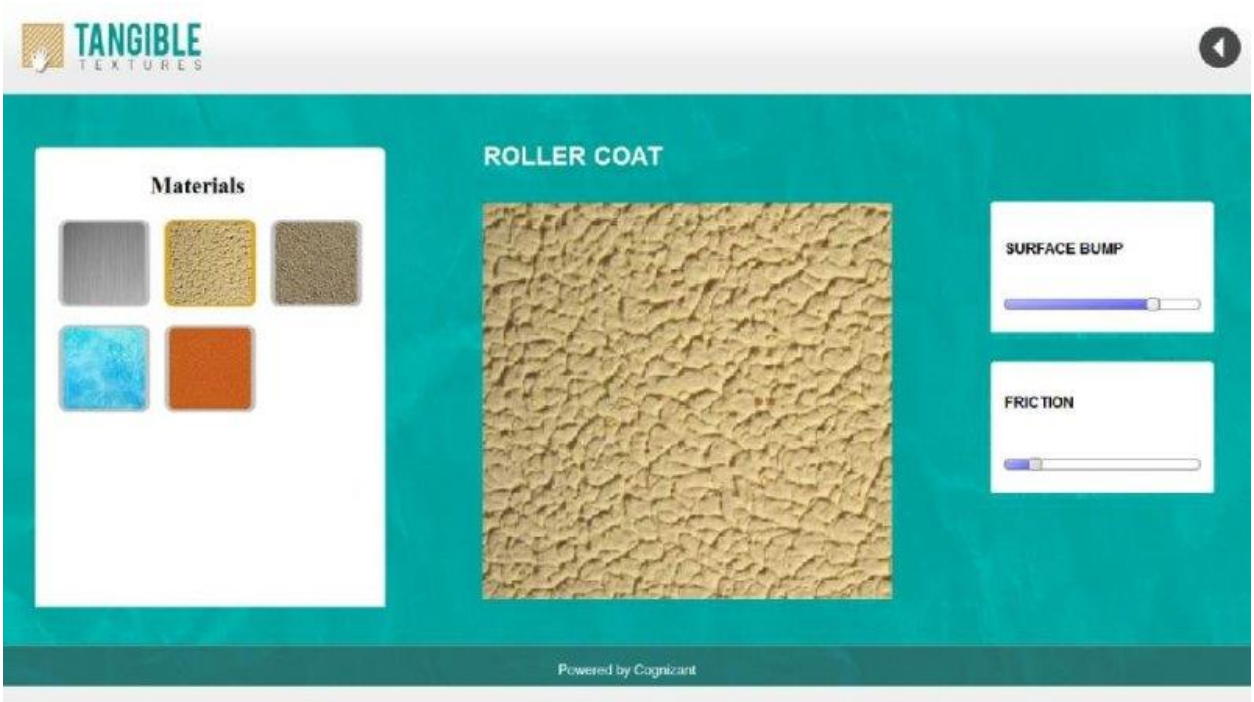
2. **OpenCV and haptics based image segregation, Cognizant, 2015**
   Developed an application for converting image data of wall texture designs in real time into customizable haptic surfaces. Proved at least 15% reduction in shipping costs for a paints manufacturing client and 90% approval of end users for touch accuracy of textures. Published work in IEEE.





3. **Stroke rehabilitation platform, IIT Gandhinagar, India, 2014**
   Demonstrated at least 50% cost efficiency and marginal improvement in coordination skills of upper limb impaired stroke patients with a virtual reality treatment.
   Designed and developed a virtual environment wherein patients maneuver a car on 6 different tracks of varying shapes and difficulty. Used Vizard by Worldviz with a joystick and haptic device, Phantom Omni.

4. **Kinect based trial room, Cognizant, 2016.**
   Designed and developed a walk-in apparel trial kiosk for shoppers to try clothes in real time. The gesture-controlled app developed in unity has real time size detection and cloth simulation.