Sai Ruthvik THANDAYAM

PERSONAL DATA

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AREAS OF INTEREST

Augmented Reality, Virtual Reality, Mixed Reality, Computer Vision, Computer Graphics, Brain Computer Interfaces, Internet of Things

SKILLS

SOFTWARES:	Unity3d, Android Studio, XCode, ARAF, Visual Studio, Adobe Photoshop, MATLAB, ARDUINO, Processing, OpenGL ES, OpenVLC, Eagle, Cadence, LaTeX
LANGUAGES:	C#, Java, Python, HTML, CSS, JavaScript, PSPICE
COURSEWORK:	Getting Started with Augmented Reality, Software Development for Portable Devices, Signals and Systems, Mobile Telecom Networks, Analog Electronics, Analog and Digital VLSI Design, Microelectronic Circuits

EDUCATION

AUG 2013- AUG 2017	**BITS Pilani University** Bachelor of Engineering (Honors) in ELECTRONICS AND INSTRUMENTATION
MAY 2012	**Andhra Pradesh State Board for Higher Secondary Education, India | 89.1%** 12th Grade Examination
MAY 2010	**Central Board for Secondary Education, India | CGPA: 9.8/10** 10th Grade Examination

WORK EXPERIENCE

SEP 2017- PRESENT	**Remote Intern at University of Rochester, Rochester, NY, USA** PROJECT: INTERACTION WITH AR OBJECTS USING LEAP MOTION GUIDES: DR. JANNICK ROLLAND, DR. ADAM HAYES Developed a Marker-based AR Application using Vuforia SDK in Unity Editor for Android/iOS Platforms. Integrated Leap Motion in Mobiles using Server Client Approach
MAY 2017- PRESENT	**Research Assistant at Cognitive Neuroscience Lab, BITS Pilani, India** PROJECT: HOME AUTOMATION USING BCI AND AR GUIDE: DR. VEEKY BATHS, DR. LIZY KANUNGO Developed a prototype of Multimodal Device control using EEG in a stimulated Augmented Reality Environment
JUL 2016- DEC 2016	**Research Intern at ISEP, Paris, France** PROJECT: VISIBLE LIGHT COMMUNICATION(VLC) GUIDE: DR. XUN ZHANG Designed the VLC transmitter and Receiver in Eagle software and then printed it on PCB boards, Tested the VLC transmitter and receiver boards on ARDUINO, Beagle bone black Platforms

PROJECTS

Oct 2017	**Virtual Object control in Unity Editor with Mobile Device via Visible Light Communication(VLC)**
	Developed the VLC system on Arduino, controlled the game object in unity editor in computer from mobile device.
Sep 2017	**Virtual Object Rotation using Blink EEG Data**
	Developed an Android App in which the rotation of the Virtual cube can be changed via a forcible blink(EEG Blink data from Neurosky headset)
May 2017- Sep 2017	**Marker Based Augmented Reality Applications**
	Developed AR Personal Resume Application.
	Developed an AR version of Pokemon Battle.
	Developed videoplayback AR applications in VR/cardboard view.
Feb 2017- May 2017	**Product Searching using Augmented Reality System** GUIDE: Dr. Sreejith V
	Developed Mobile Augmented Reality Application for indoor navigation using NFC/QR Codes
Feb 2016- May 2016	**Wireless Heart Rate Sensor** GUIDE: Dr. Veeky Baths
	Designed and assembled the hardware of the prototype and established a wireless connection between Raspberry Pi and Android Application running in the mobile device

PUBLICATIONS

EEG-based classification of bilingual unspoken speech using ANN, 39th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC), Seogwipo, 2017, pp. 1022-1025. doi: 10.1109/EMBC.2017.8037000

A Portable Real Time ECG Device for Arrhythmia Detection Using Raspberry Pi. In: Perego P., Andreoni G., Rizzo G. (eds) Wireless Mobile Communication and Healthcare. MobiHealth 2016. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, vol 192. Springer, Cham. doi: 10.1007/978-3-319-58877-3-24

POSITION OF RESPONSIBILITY

Nov 2017	Speaker in the 6th Colloquium of Technology Management at FCA UAQ
2017	Teaching Assistant for Software Development for Portable Devices course
Mar 2017	Volunteer for the 4th International AttLis Workshop
2016	Mentor for the project "Wireless Heart Rate Sensor" at TIP

INTERESTS AND ACTIVITIES

Developing AR games, playing and exploring new AR apps
Mentoring Campus Juniors for projects related to AR/VR,
Freelancing and online tutoring during free time