Sai Ruthvik Thandayam(TSR)

Eligible to work in the US | Open to relocation

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EXPERIENCE

Cognitive Neuroscience Lab, BITS Pilani, India — *Research Assistant*

MAY 2017 - FEB 2018

PROJECT: Home Automation using BCI and AR

Developed a prototype of Multimodal Device control using EEG in a stimulated Augmented Reality Environment

University of Rochester — *Remote Intern*

SEP 2017 - DEC 2017

PROJECT: Interaction with AR objects using Leap Motion

Developed a Marker-based AR Application using Vuforia SDK in Unity Editor for Android/iOS Platforms and Integrated Leap Motion in Mobiles using Server Client Approach

ISEP, France — *Research Intern*

JUL 2016 - DEC 2016

PROJECT: Visible Light Communication(VLC)

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, Beaglebone black Platforms

PROJECTS

Marker Based Augmented Reality Applications

Developed AR Personal Resume Application, an AR version of Pokemon Battle and videoplayback AR applications in VR cardboard view

Product Searching using Augmented Reality System

Developed Mobile Augmented Reality Application for indoor navigation using NFC/QR Codes

Wireless Heart rate sensor

Designed and assembled the hardware of the prototype and established a wireless connection between Raspberry Pi and Android Application.

INTERESTS

Augmented Reality, Virtual Reality, Game Development, Brain Computer Interfaces and Internet of Things

SKILLS

SOFTWARES: Unity3d, Android Studio, XCode, Visual Studio, Adobe Photoshop, MATLAB, ARDUINO, Processing

LANGUAGES: C, C#, C++, Java, Python, HTML, CSS, JavaScript

EDUCATION

UC Santa Cruz

SEP 2018 - Present

MS in Games and Playable Media

BITS Pilani

AUG 2013 - AUG 2017

B.E.(Hons.) in Electronics and Instrumentation

PUBLICATIONS

EEG-based classification of bilingual unspoken speech using ANN

A Portable Real Time ECG Device for Arrhythmia Detection Using Raspberry Pi