

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 an augmented reality app in Unity3d that receives EEG signals and Implemented a wireless transmission(WiFi) of data from App to an Arduino connected to an appliance. **Language: C#**

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. **Language: C#**

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. **Language: C++**

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. **Tools used:** C#, Unity3d, Arduino

Product Searching using Augmented Reality System

Developed Mobile Augmented Reality Application for indoor navigation using NFC/QR Codes, **Tools used:** C#, Unity3d

VR Projects

Developed VR Planetarium, worked on the time dial system, north axis of the earth, stars placement and player movement on earth.

Developed VR Boxing game, worked on the movement of cubes and the spawning of the cubes based on the beats of a song that is being played in the background. **Tools used:** C#, Unity3d, Oculus Rift

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 (GPA: 3.9/4)

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

POSITION OF RESPONSIBILITY

Teaching Assistant for History of Digital Games(ARTG 80H) and Software Development of Portable devices course