Vaibhav Suri

ABOUT ME

Undergrad Electronics Engineering Student whose interests lie in **Mixed Reality,Problem Solving and Game Development**

SKILLS

TECHNICAL

UNITY 3D

PYTHON

C /C++/C#

Arduino/RPI

HTML/CSS

JAVA

PERSONAL

CREATIVITY

TEAM PLAYER

COMMUNICATION

TIME MANAGEMENT

OTHERS

VIDEO EDITING

PHOTOSHOP

GAME DEV

ANIMATION

OFFICE TOOLS

SDKs and LIBRARIES

VUFORIA	ARCORE
FLASK/DJANGO	SKLEARN
NUMPY	MATPLOTLIB
SCIPY	GOOGLEMAPS
AR FOUNDATION	OPENCV

EDUCATION

(2017 – present)

BHARATI VIDYAPEETH'S COLLEGE OF ENGINEERING,DELHI
ELECTRONICS AND COMMUNICATION ENGINEERING

(Class of 2017)

AHLCON INTERNATIONAL SCHOOL,DELHI
CBSE BOARD

EXPERIENCE

(2017 - 2019)

DESIGN/ELECTRONICS EXECUTIVE
BVP ISTE
Executive in the electronics chapter(ELECTRONIKA) of BVP ISTE.

(2019 -2020)

RESEARCH AND DEVELOPMENT HEAD
BVP IEEE
R&D head in BVPIEEE CS Society

June(2019) - August(2019)

UNITY 3D DEVELOPER INTERN
STARTAR(NEX GEN INNOVATORS)
Unity3D Developer responsible for the Unity 3d Development and AR implementation of AR based books for children

March(2020) - August(2020)

MIXED REALITY DEVELOPER INTERN
WOWXP TECHNOLOGIES
Worked on various market level projects like implementing XR in Real Estate,Fitness and Fashion Industry.

PROJECTS

AUGMENTED/VIRTUAL REALITY EDUCATIONAL APP
Augmented Reality was implemented in the Educational Sector.Especially in the parts of BIOLOGY and CHEMISTRY.Vuforia SDK was used.

AUGMENTED/VIRTUAL REALITY BASED INDUSTRIAL/REMOTE MONITORING
Used Raspberry Pi and Unity 3D to make a 3D model of the industry in real time with the data coming in from Raspberry Pi through Firebase.

HULL's ESCAPE GAME- AN ASYMMETRICAL AR/3D GAME
Reflection based AR was used to display subtitles for the deaf and dumb in their eyes by forming a virtual enlarged image.

AUGMENTED REALITY BASED BOOKS FOR CHILDREN
Augmented Reality based books were made using Unity 3D and EasyAR SDK by manipulating 3D models on Maya,Blender etc

POTHOLE DETECTION SYSTEM AND HEATMAPPING
This project involved the identification of potholes encountered and plot them on a heatmap of a city by sending data to a database(FIREBASE).

AUTOMATIC MEDICINE DISPENSER USING OCR
A prescription was read using the help of OCR libraries, the required dosage of pills were computed and dispensed using a servo mechanism system

REAL ESTATE AR
A plane based AR approach was used to implement an experience of viewing apartments before buying

AWARDS AND CERTIFICIATION

-Organized Workshop on Basics of AUGMENTED REALITY AND UNITY 3D
-Organized a VR game event for BVEST fest(2019)
-Earned Scholarship in Facebook's SVCO SparkAR course
-**FIRST** in NSIT's Hackathon (What the Hack)
-**WINNER** in Top 3 Gaming Hacks Category(Hack the North East)
-**FIRST** in DSC BVP's AR/VR event
-**FIRST** in MSIT's Hackathon (HackMSIT)
-**THIRD** in MAIT's Hackathon (HackMAIT)
-TOP 7 in Hack BMU
-First Runner up in IGDTU's ECE Hackathon
-TOP 10 in BVP's ARDUINO Hackathon
-Participated in BVP EVOTECH project exhibition.