

## **ABOUT ME**

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

## **SKILLS**

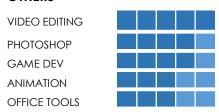
#### **TECHNICAL**

UNITY 3D			
PYTHON			
C /C++/C#			
Arduino/RPI			
HTML/CSS			
JAVA			
PERSONAL			
CREATIVITY			
TEAM PLAYER			

## **OTHERS**

COMMUNICATION

TIME MANAGEMENT



## SDKs and LIBRARIES

VUFORIA	ARCORE
flask/django	MANOMOTION
NUMPY	MATPLOTLIB
SCIPY	GOOGLEMAPS
AR FOUNDATION	OPENCV

# Vaibhav Suri

# **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**

RVP 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**

#### HAND TRACKING BASED SHOOTER GAME

Manomotion SDK was used to implement a shooter based Game where various hand gestures were used to shoot arrows and missiles.

## 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

Asymmetrical multiplayer game where one plays in 3D and the other player plays in AR

## **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
- **-EchoAR Prize Winner** in BVP Evotech 2020
- -EchoAR Prize Winner in MelonJam Gamejam 2020
- -FIRST in NSIT's Hackathon (What the Hack)
- -FIRST in Manomotion Game Jam 2020
- -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)