



# Vaibhav Suri

## EDUCATION

**BHARATI VIDYAPEETH'S COLLEGE OF ENGINEERING, DELHI**  
ELECTRONICS AND COMMUNICATION ENGINEERING (2017 – present)

**AHLCON INTERNATIONAL SCHOOL, DELHI**  
CBSE BOARD (Class of 2017)

## EXPERIENCE

**DESIGN/ELECTRONICS EXECUTIVE**  
BVP ISTE  
Executive in the electronics chapter(ELECTRONIKA) of BVP ISTE. (2017 - 2019)

**RESEARCH AND DEVELOPMENT HEAD**  
BVP IEEE  
R&D head in BVPIEEE CS Society (2019 -2020)

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 (2019 -2020)

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 CERTIFICATION

- 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)

## 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	MANOMOTION
NUMPY	MATPLOTLIB
SCIPY	GOOGLEMAPS
AR FOUNDATION	OPENCV