



# 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– 2018)

### DESIGN EXECUTIVE

BVP ISTE

The design aspects of the BVP ISTE were handled, used Graphic Designing and Video editing skills to make posters, teasers for Workshops and Events.

(2018 - 2019)

### ELECTRONICS EXECUTIVE

BVP ISTE

Executive in the electronics chapter (ELECTRONIKA) of BVP ISTE.

(2019 - Present)

### RESEARCH AND DEVELOPMENT HEAD

BVP IEEE

R&D head in BVPIEEE CS Society

(2018 - Present)

### 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

## PROJECT

### 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 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.

### AR BASED HEAD MOUNTED DISPLAY UNIT FOR DEAF AND DUMB

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

## AWARDS AND CERTIFICATION

- Organized Workshop on Basics of AUGMENTED REALITY AND UNITY 3D
- Organized a VR game event for BVEST fest(2019)
- FIRST** in NSIT's Hackathon (What the Hack)
- FIRST** in MSIT's Hackathon (HackMSIT)
- THIRD** in MAIT's Hackathon (HackMAIT)
- First Runner up in IGDTU's ECE Hackathon
- TOP 10 in BVP's ARDUINO Hackathon
- Participated in BVP EVOTECH project exhibition.
- Participated in IGDTU's Technovate ideathon.
- Participated in HackDelhi-ULTRAHACK

## ABOUT ME

Undergrad Electronics Engineering Student whose interests lie in **Computer Vision**, **Micro controllers** and **Mixed Reality**

## SKILLS

### TECHNICAL

UNITY

PYTHON

C /C++/C#

Arduino/RPI

HTML/CSS

EMBEDDED C

### 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
AFFECTIVA	OPENCV