

SANJIT SINGH

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EDUCATION

Mercer County Community College
AS Computer Science

West Windsor, NJ
January 2016 - December 2018

WORK EXPERIENCE

EnAble Games
Game Developer

Philadelphia, PA
May 2018 | Present

- Working on projects for Active Video Games using Unity3D for physical therapy activities.
- Integrating custom built asset library to work with motion tracking in the games through Xbox Kinect.
- Using motion capture studio to record and export real life animations into games
- Exporting all movements of motion tracking inputs of the patient to from the virtual avatar to my game using JSON.

Konnex
Android Developer

College Park, MD
June 2018 | September 2018

- Worked remotely as an Android Developer using Android Studio with Java and XML.
- Developed facial recognition software in our app using openCV
- Integrated Google Speech API to develop voice command options.
- Also developed a 3D settings option to the app

SKILLS

Programming Languages: Java, C#, XML, CSS, HTML, Javascript, Swift, C/C++, JSON
Platforms: Unity, Eclipse, Android Studio, Visual Studio, Maya, Photoshop, Xcode, Arduino IDE
Hardware: Arduino, Oculus Rift, Leap Motion, Microsoft Kinect, Smart Glasses
Tools/Technologies: Augmented Reality, Virtual Reality, Vuforia, OpenCV, Game Development, Game Design

PROJECTS

OperatAR

<https://devpost.com/software/operatar>

An app that teaches users how to perform surgery and how to give clear directions in an operation room through Augmented Reality. The app was built using Unity3D, C#, Vuforia and Android Studio integrated through Google Cloud using speech to text API's.

Cerebral Palsy VR

<https://devpost.com/software/celebralpalsyvr>

VR Game built in Unity3d for Oculus rift. The Goal of the game was to teach patients with Cerebral Palsy how to gain motor control over their body. The game started off in a maze where there is an AI that mimics movement. The goal is to have the patient mimic that movement back. Eventually the game gets more challenging becomes walkthrough puzzle where user can interact in a virtual world, explore and walk in an environment where it is easy for CP patients

AWARDS

Amazon Web Services - Best Use of AWS

HackRU

Our project was awarded the best use of of AWS for developing a machine learning program that can diagnose Diabetes based on the information that patients give to Amazon Alexa. October 2017

Top 30 Hack

PennApps

Our Project was Awarded Top 30 hack for developing a social media app that uses Facial Recognition to help others get to know each other better in a faster way. It helps the user identify people more efficiently. Simply the app scan their face and through the datasets display their name and stores the exact day, time and location where the people both met. September 2018