

# SANJIT SINGH

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## SKILLS

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Programming Languages: Java, C#, XML, CSS, HTML, Javascript, Swift, C/C++, JSON, Python  
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

## EDUCATION

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**Mercer County Community College** West Windsor, NJ  
AS Computer Science January 2016 - May 2019( Expected)

## WORK EXPERIENCE

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**EnAble Games** Philadelphia, PA  
*Game Developer/Researcher* May 2018 | Present

- Developing projects using Unity3D to enhance physical therapy for patients who have Cerebral Palsy, Parkinson's and more
- Building a custom asset library to integrate the use of Xbox Kinect to enable motion tracking in the use of physical therapy activities
- Implemented use of Stykz, a motion capture studio software to take real life motions and turn them into animations for games and further exporting all movements and motion tracking input into RAW data using JSON
- Taking roles in clinical trials for usability purposes with patients. Analyzing inputs and gathering more clinical data between interaction of the patients through the games and recording their progress through our platform

**Konnex** College Park, MD  
*Android Developer* June 2018 | September 2018

- Worked on social media platform for Android devices. Developed UI functionalities and main menu option for home page
- Implemented facial recognition using OpenCV to scan and link other users profile to each others profile with in the platform
- Worked with backend tools such as Firebase, Google Cloud & Google maps for storing and capturing data linked to front end
- Integrated Google Speech API to develop voice command options

## PROJECTS

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**OperatAR** *Augmented Reality, Vuforia, Unity3D, Google Cloud, C#, Android Studio*

<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. Built at YHack, 2017.

**CerebralPalsyVR** *Oculus Rift, Unity3D, Arduino, C#, C/C++*

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

The goal of the game was to teach patients with Cerebral Palsy how to gain motor control over there body. The game starts off in a maze where there is an AI that mimics movement. The goal is to give 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 explore. Built at HackPrinceton, 2017.

## AWARDS

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**Amazon Web Services - Best Use of AWS** HackRU  
Developed a machine learning program that can diagnose Diabetes based on the information that patients give to Amazon Alexa through a series of questions. October 2017

**Top 30 Hack** PennApps  
Received an award for Top 30 Hack at PennApps for developing a social media app that uses Facial Recognition to helps others get to know each other better in a faster way. The app scans there face and through the datasets display their name and stores the exact day, time and location where the people both met. September 2018