Pune, India
smprabh@gmail.com
(+91) 8888920884
/in/sanprabhu
/sankyprabhu

Sanket Prabhu

Technology Evangelist in XR (MR/AR/VR), Unity3D Tech.

www.arreverie.com/about
www.stackoverflow.com/story/sanprabhu

I'm a Technology Evangelist in XR (MR/AR/VR), Unity3D technology, a software engineer specializing in Unity 3D, Extended Reality (MR/AR/VR) application and game development. Currently working as a technology evangelist at Mobiliya, India.

On the side, I run a website (arreverie.com) which is the online blog and technical consultancy. The main goal of ARReverie is to develop complete open source AR SDK and currently working on ARToolKit-6. Interested in combining IoT and Mixed reality to produce solution like Digital Twin. I have expertise in Research & Development on right technology and accomplish project with my team to produce desired output.

Professional expertise in: Extended Reality (MR/AR/VR), Unity3D, Android, iOS, Augmented Reality, 3D Rendering,

AR SDK: Apple ARKit, ARCore, Vuforia and ARToolkit-6

Language experience: C#(mono), JAVA, JavaScript, & C/C++.

Professional Summary

Unity 3D, AR, MR, Android, iOS

➢ Versatile Unity 3D developer with 4+ years of experience of producing, designing and programming app & game with AR/VR technology on variety of platforms- Android, iOS, HoloLens, Smart glass, Cardboard & more.

➢ Excellent knowledge of Unity 3D engine, Unity shedders & effects, Animation, GUI styles, 3D/2D assets, 3D rendering, C# (mono), Native code plugin development in Unity.

➢ Professional in Augmented Reality platform & ARKit (Apple), ARCore (Google) Vuforia (PTC), ARToolKit & Wikitude SDK integration with Unity, Android, iOS.

➢ Expert in different AR/MR features: Edge(Object)/Feature(Image) recognition & content rendering (device & cloud based), SLAM and Geolocation based AR, Marker based AR, real world 3D object recognition and VR rendering on smart-glass, HMD (Oculus), HoloLens SDK with Unity 3D.

➢ Deep understanding and experience in Android development, Google FCM, REST and working with agile methodologies.

Technical Skills

C#(mono), Java, C/C++, JavaScript

➢ **Programming Languages:** C#(mono), Java, C/C++, HTML5& CSS3 (Markup)

➢ **Game Engine & IDEs:** Unity 3D, Android Studio, MonoDevelop, Visual Studio

➢ **SDKs:** ARKit, ARCore, Vuforia, ARToolkit, Wikitude, ARToolkit-6(Own contr.)

➢ **APIs:** Google Firebase (FCM), REST, GSON, OpenGL, Facebook (Unity+Android)

➢ **AR Features:** Image recog, Object recog, User defined, SLAM based, MR

➢ **Designing Tools:** Blender, Maya, Photoshop CS6, Sketch, DivShot, Brackets

➢ **Deployment Platform:** Android, iOS, UWP, Cardboard, Smart Glasses

Qualcomm® Developer of the Month: Worldwide community of developers doing exciting things in IoT and virtual reality
https://developer.qualcomm.com/blog/dom/virtual-reality-iot-with-sanket-prabhu-of-mobilaya

Tech Blogger (Augmented Reality/ Virtual Reality/ iOT)
http://www.arreverie.com/blogs/recent-posts/

Work Experience

4+ years of experience

Mobiliya Technologies   2015 - present

Extended Reality (MR/AR/VR) App developer and Tech. Evangelist

Project: Enterprise AR app development *(Unity 3D, Android, iOS)*

Responsibilities:

- Gamified MR/AR/VR based application development in the arena of emerging technology.
- Design use cases, storyboard & develop Enterprise AR instructional app for medical and Automobile industry.
- Development and R&D on AR/VR, AR SDKs like Vuforia, ARmedia & enhancing ARToolkit (open source) SDK using OpenCV.
- Plugin development and scripted post rendering logic for uniformed/prebuilt Unity output to java (Android) and Xcode (ios)
- Edge-based (CAD) real-world object detection / Feature-based (Planer) Image detection and Image processing technology to produce immersive MR solution.
- Google firebase (FCM) SDK integration, real time database and app analytics.

E-Solutions   2014-2015

Software Engineer: Unity 3D, Android(AR) developer

Project: AR based solution for Real estate industry in 3D visualization, Enterprise Android Mobile Device Management (MDM) application.

Responsibilities:

- Integration of Metaio and QCar AR plugin with Unity to support real-world rendering on Android-based Augmented Reality application
- Integrate 3D models of building and scene set up inside Unity.
- Android client development and GCM protocol implementation.
- User analytic framework design and implementation, deployment and unit testing

Maharashtra State Board of Technical Education (MSBTE) 2013-2014

Guest Faculty in Digital Signal and Impage Processing

Task: Subject expert in Computer Graphics and Digital Image Processing

Responsibilities:

- Engage the engineering students and transfer the knowledge to them.
- Improve the student engagement, and retain their learning.
- Allow Action – Facilitate the session in way that encourages active participation from students

Education

B.Tech. Information Technology

- **Bachelor Of Information Technology Engineering**   2013
  University Of Mumbai with distinction (75%)

- **Diploma in Computer Engineering**   2010
  MSBTE, Maharashtra with First class (73%)

- **Microsoft Certification 'MTA'**   2013

Personal Information

Nationality: Indian

Passport No: Z4235150

LinkedIn Profile: https://www.linkedin.com/in/sanprabhu/

Email: smprabh@gmail.com/ sanket.prabhu@mobiliya.com

Contact No: (+91) 8888920884 / (+91) 9422063330

Website: www.arreverie.com/about

Relocation Preferences: Open to relocating for the right opportunity

Personal Information

Nationality: Indian

Passport No: Z4235150

LinkedIn Profile: https://www.linkedin.com/in/sanprabhu/

Email: smprabh@gmail.com/ sanket.prabhu@mobiliya.com