Susheel Nath

Extended Reality Evangelist

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Core technical Stack

AR VR XR Development - Unity5, Unreal4

Coding Languages - C#, C++, C, Python, SQL

Toolkits - ARCore, ARKit, ARFoundation, Vuforia, Wikitude, SteamVR

3D modeling and photogrammetry - Blender, Meshroom

Version Control/Documentation - Git, Trello, Confluence, Figma, Miro, LucidChart, LaTeX

Audio/Video/Image Editing - Adobe Photoshop, GIMP, Audacity, FL Studio,

OS code and deployment - XCode, Android Studio

Personal Stack

Communicative Languages - English, French, Hindi, Tamil

Hobbies - Basketball, football, gaming, languages, traveling, food

Experience

FARI - AI for the Common Good, Brussels / CAVE Manager / AR VR XR Specialist (FULL TIME - DECEMBER 2023 to CURRENT)
https://www.fari.brussels/

Mission & Vision

The aim of FARI is to enable, promote and perform excellent cross-disciplinary research on Artificial Intelligence in Brussels, inspired by the humanistic values of freedom, equality and solidarity that lay at the foundations of both the Vrije Universiteit Brussel (VUB) and the Université libre de Bruxelles (ULB), internationally acclaimed and with a local impact.

FARI CAVE (Computer Augmented Virtual Environment) infrastructure aims to enable FARI stakeholders, researchers, project managers and technical experts with 3D VR visualization of research and application projects, from ideation to MVP and to further project refinements.

Noteworthy Highlights & Milestones

- Launching the flagship FARI CAVE inauguration successfully - May 15th 2024.
- Leading the coordination of the flagship CAVE infrastructure.
- Directing the CAVE's technical architecture to match FARI's objectives with research and industry standards.

Exposures & Responsibilities

- Technical management and coordination of the flagship CAVE infrastructure

- Fostering synergies, partnerships, and expanding clientele through effective onboarding processes.
- Facilitating knowledge   acquisition through establishing new connections.
- Translate client/in-house research, innovation results and FARI services into virtual 3D environments.
- Architect and develop virtual 3D Demonstrations & Proof of Concepts to do user testing with citizens, professional end-users and policy makers, namely on 'Digital Twins'.
- Coach FARI project partners in the development of 3D use-cases.
- Collaborate with FARI's internal stakeholders, including researchers, project managers, and technical experts from the Test & Experience team, to ensure successful execution and delivery of demonstrations and the prototyping roadmap.

MoveAhead Limited, Dublin / Software Engineer - Augmented Reality (FULL TIME - APRIL 2022 to NOVEMBER 2023)
https://moveahead.io/

Noteworthy Highlights & Milestones

- Transforming academic research concepts into market-ready industry solutions.
- Streamlining client acquisition, promoting MoveAhead's services, and enhancing code-base efficiency at an industry level.
- Engaged in the NDRC accelerator program, amplifying our growth trajectory.

Exposures & Responsibilities

- Spearheading core product advancement, conducting research, and refining code efficiency.
- Overseeing project repository upkeep, version control, and documentation.
- Cultivating business-client relationships through collaborative programming and feature enhancements.

MoveAhead Games, Dublin City University, Dublin / Unity Researcher (FULL TIME - JULY 2020 to FEBRUARY 2022)
https://moveahead-project.com

Mission & Vision

MoveAhead Games brings together expertise in motor control, computer science and motion sensor technology to develop movement-based educational games and data collection activities to facilitate real change in movement behaviours.

The project aims to support improvements in children's movement skills through meaningful movement-based human-computer interactions.

Noteworthy Highlights & Milestones

- Elevating a startup from conceptual research to substantial growth.
- Pioneering the development of MoveAhead's Toolkit.
- Successful Minimum Viable Product launch.

Exposures & Responsibilities

- Orchestrating the development and deployment of MoveAhead's Research MVP.
- Collaborating closely within a dynamic team to gain broad exposure across various domains.
- Undertaking a rigorous Scrum project methodology, including comprehensive project pipeline documentation, collaborative programming, and structured Scrum meetings.

Xphera LLC, United States / Head of Research and Development (PART TIME - OCTOBER 2021 to CURRENT)
https://www.xphera.earth/

Mission & Vision

We developed and launched the X-Earth platform to make augmented reality accessible to organizations wanting to increase the effectiveness of their customer engagement.

X-Earth is a mobile app platform that enables cities, trails, festivals, & museums to take their in-person experience to the next level through the creation of touchpoints for new experiences, guided walking tours, & educational programs.

Noteworthy Highlights & Milestones

- Start-up upscaling from research idea
- Novel project-idea development
- Successful MVP

Exposures & Responsibilities

- Core team leadership, overseeing formation of front-end, back-end and R&D technical pipelines
- Business and marketing strategizing
- Code development, production-level optimisations, product deployment.

Imvizar, Dublin / Unity Developer and Consultant

(PART TIME - MARCH 2020 to MAY 2020)
https://www.imvizar.com

Mission & Vision

Imvizar is revolutionizing storytelling and engagement at attractions, towns and cities using next generation immersive experiences. The mission is to utilize augmented reality to tell stories in a truly immersive and engaging way.

To make an experience memorable, it must evoke emotion. For Imvizar, this starts with meaningful content and focuses on enhancing the physical location around the user.

Exposures & Responsibilities

- Project architecture consultancy and weekly code contributions
- QA testing and deployments

V-SENSE, Trinity College, Dublin / Unity Research Assistant (FULL TIME - NOVEMBER 2019 to JUNE 2020, DUBLIN)
https://v-sense.scss.tcd.ie/

Mission & Vision

V-SENSE is a team of 20+ researchers in Visual Computing at the intersection of Computer Vision, Computer Graphics and Media Signal Processing, building a dynamic environment where enthusiastic young scientists with different backgrounds get together to shape the future in fundamental, as well as applied research projects.

Smart Assets for re-Use in Creative Environments (SAUCE):
Crowd Scene Synthesis: Research and development of a crowd population asset that can be retargeted to a semantically similar environment. Use of semantic description of assets and understand the relationship, context, distribution and behavior of crowd agents.

Noteworthy Highlights & Milestones

- Innovative construction of a versatile toolkit as part of EU Horizon 2020.
- Contributed to a comprehensive research framework to pave the way for future academic endeavors.
- Active participation in conference and subsequent publication: https://ieeexplore.ieee.org/document/9419134

Exposures & Responsibilities

- Contributing to the technical development and successful deployment of Trinity College Dublin's Semantic Crowd Targeting toolkit as its MVP.
- Contributing to the SAUCE H2020 Project, enhancing collaboration and innovation.
- Undertaking a disciplined Scrum project methodology, including meticulous project pipeline documentation and regular Scrum meetings.

ECS ME LLC, Dubai/ Technical Consultant and Developer
(INTERNSHIP - AUGUST 2017 to JANUARY 2018)
https://www.ecsme.ae/

Mission & Vision

ECS ME LLC is a leading global Oracle Gold Partner specializing in the provision of Oracle Software, Hardware, Managed and Professional Services.

Exposures & Responsibilities

- Providing robust technical consultation to the UAE market, specializing in Oracle-based solutions such as E-Business Suite and Primavera.
- Delivering expertise in the technical pipeline and consultation for chat-bot development.
- Streamlining client data management and restructuring, particularly in ERP systems.

ehAPI Technologies LLC, Dubai / Junior Technical Developer
(INTERNSHIP - AUGUST 2015 to OCTOBER 2015)

Mission & Vision
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ehAPI aims to define industry in terms of benefits for the customers, through custom and ease-of-use services.

ehAPI - engaging humans with APIs (Application Programming Interfaces)

Exposures & Responsibilities

- Mastering PostgreSQL for efficient database management.
- Crafting and tailoring Enterprise Resource Planning, Customer Relationship Management, and Sales Management Systems to meet specific business needs.
- Executing ODOO code implementation and deployment.

Education

Trinity College, Dublin, Ireland / Msc. in Computer Science - Augmented and Virtual Reality *(2:1 Honors)*
SEPTEMBER 2018 - AUGUST 2019, DUBLIN

Modules: Machine Learning, Research Methods, Innovation, Computer Vision, Computer Graphics, Mathematics of Light and Sound, Real-time Rendering, Augmented Reality, Real-time Animation, Advanced Software Engineering.

Birla Institute of Technology and Sciences, Pilani / BE Honors. in Computer Science Engineering *(1:1 Honors)*
SEPTEMBER 2014 - AUGUST 2018, DUBAI

Modules: Artificial Intelligence, Object-Oriented Programming, Phonetics, Database   Management Systems, Engineering Drawing, Service-Oriented Programming, Data Mining