Resume

Sainath Ganesh

Software Engineer at Magic Leap
Masters in CS | XR Researcher at University of Illinois

Gamer, Game Developer turned Software Developer. Strong programming knowledge in reference to Object Oriented Model extending to C++, Python, JavaScript, C#. Experienced Full Stack Developer and Cross Platform Mobile Application Developer. Machine Learning, AI, XR and Car Enthusiast.

Contact

E-mail
sainathganesh1@gmail.com

Portfolio
https://sainathganesh.web.app

LinkedIn
linkedin.com/in/furyswordxd

Skills

Functional & Object-Oriented Programming

Cross Platform & Full Stack Development

Machine Learning and AI

Extended Reality (AR/VR)

JavaScript — Excellent

Python — Excellent

C# — Excellent

C++ — Very Good

Work History

Jan 2024 – Present — **Software Engineer**
Magic Leap, Florida
Work with System Applications team:
- Create and maintain Augmented Reality system software using 3D Technology
- Build interfaces to communicate between services
- Optimize and manage repositories and workflows

Aug 2022 – Dec 2023 — **XR Researcher (Masters CS)**
University of Illinois, Urbana Champaign
- Built Real-Time Facial Recognition Pipeline
- Optimized Data Streaming Efficiency using Foveated Rendering

Oct 2021 – May 2022 — **Software Engineer**
Shell, Bangalore
- Worked on consolidation of financial data.
- Built automatic report generation and discrepancy detection pipelines

Oct 2019 – Sept 2020 — **AR Undergraduate Researcher**
Mahindra, Chennai
- Built 1:1 scale 3D model of XUV300, viewed in AR
- Created Virtual Showroom, with car customization and AR Test Drive
- Created 3D virtual assistant that follows users in AR

Software & Frameworks

React | React Native

Express | Flask

Firebase | GCP

UE | Unity

Docker | Github CI/CD

Accomplishments

- Lauded by **Prime Minister Narendra Modi** for creating an integrated AI-VR platform for gamifying Yoga, Toycathon 2021
- Awarded **Research Grant** from Nvidia for the COVID AR Hackathon 2020.
- Won over **15 hackathons** hosted by various colleges and organizations.

Publications

- **Application of Neuroevolution in Autonomous Cars –** A genetic approach to evolving ANNs for self-driving cars. (IVCCPS'20, LNEE Springer)
- **An alternative C++ HPC system for Hadoop MapReduce –** C++ based approach to MapReduce and its feasibility on multiple factors. (DeGruyter, Open Computer Science)
- **SugrFree –** Patent Published AI-based system that can recognize nutritional information and recommend healthier alternatives.

Education

2017 – 2021

B.Tech: Computer Science

Vellore Institute of Technology

Major GPA: 3.68

2022 – 2023

Masters in Computer Science

University of Illinois, Urbana Champaign

GPA: 4.0