

Sainath Ganesh

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XR - AI Software Engineer · San Francisco, Bay Area, CA

PROFESSIONAL EXPERIENCE

XR Software Engineer

May 2023 - Present

Magic Leap + Google

- **Spearheaded** the development of Google Immersive Capture App (Unity), **leading a team** of engineers to deliver an XR pipeline of generating **Gaussian Splats** and **NeRF**
- Developed internal XR tool to calibrate Gaussian Splats for **Google Maps Immersive view** integration - **accelerating** QA validation by **10x**.
- Led and owned Out of Box Experience for the **Magic Leap 2**, cross-functionally with UX, Product and SW

XR Researcher | Masters CS

Aug 2022 - Dec 2023

University of Illinois, Urbana Champaign

- Optimized streaming pipelines using **Gaze-tracked Foveated upstream**, reducing bandwidth by **70%**
- Designed a real-time rendering pipeline for **ILLIXR** (Unreal Engine) for 3D mesh reconstruction workflows
- Developed XR immersive experiences to investigate cognitive and behavioral aspects - **HXRI**

Software Engineer

Oct 2021 - May 2022

Shell, Bangalore

- Built automated data consolidation pipelines, reducing manual processing time by over **90%**
- Developed automated report generation tools and dashboard, streamlining financial workflows
- Designed discrepancy detection systems to improve reporting accuracy and data integrity.

ACHIEVEMENTS

- **20×** Hackathon Winner – Multiple top finishes in national and international coding competitions.
- Interaction with **Prime Minister of India** (2021) – Commended for my work leveraging VR + AI for Yoga
- 1st Place, **UC Berkeley LLM Agents** Hackathon (2025) – Amongst 1100+ universities & 800+ companies
- Hooglee Hackathon Winner (2025) – Recognized by industry leaders **Eric Schmidt** and **Sebastian Thrun** for innovation in AI for Content creation.
- NVIDIA Research Grant (2020) – Awarded for COVID AR Hackathon.
- AI Thought Leadership – Delivered **Lightning talks** on AI at UC Berkeley.

RESEARCH

- Accelerated Facial Recognition Pipeline (2023) – Improved inference speed by integrating classical computer vision filtering as a preprocessing step to deep convolutional neural networks (DCNN).
- Real-Time **ADAS** for Level-2 Autonomy (2021) – Designed and implemented advanced driver-assistance features enabling partial vehicle autonomy.
- Application of **Neuroevolution** for Autonomous Cars – Springer LNEE Springer (2020) – Published research on applying evolutionary algorithms to optimize neural networks for self-driving applications.
- An Alternative C++ based HPC system for Hadoop Map Reduce (2020)
- Patent: SugerFree – AI-Based Food Recommendation System (2020)

EDUCATION

Master of Computer Science, 2023

University of Illinois, Urbana Champaign

GPA - 4.0

B.Tech in Computer Science, 2021

Vellore Institute of Technology

GPA - 3.6

SOCIALS

Portfolio

<https://sainathganesh.web.app>

LinkedIn

<https://linkedin.com/in/furyswordxd>

Github

<https://github.com/furyswordxd>