

# RAJSHEKAR G S

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## EXPERIENCE

### Work Experience

#### Research Assistant

Intelligent Inclusive Interaction Design Lab, Indian Institute of Science

Mar 2020 – Present Bangalore

- Working on VR Aerospace Cockpits, in collaboration with the Aeronautical Development Agency.
- Developing VR Digital Twins of workspaces, in collaboration with British Telecom.
- Generating synthetic data to train object detection models.

#### AR Development Intern

V+S Design Partners

Feb 2019 – Mar 2019 Bangalore

- Developed an AR visualisation framework for architectural BIM data.
- Designed photorealistic interior environments for VR walkthroughs.

### Volunteer Experience

#### Design Head

Apple Developers Group - Ramaiah Institute of Technology

Mar 2019 – Aug 2019 Bangalore

- Oversaw the group's UI/UX designs.

## PUBLICATIONS

G. S. Rajshekar Reddy and Lingaraju G. M., "A Brain-Computer Interface and Augmented Reality Neurofeedback to Treat ADHD: A Virtual Telekinetic Approach," 2020 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct).

[Accepted, presenting in Nov 2020]

G. S. Rajshekar Reddy and Damien C. Rompapas, "VisuoTouch: Enabling Haptic Feedback in Augmented Reality through Visual Cues," 2020 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct).

[Accepted, presenting in Nov 2020]

G. S. Rajshekar Reddy, Prithvi Raj, and Lingaraju G. M., "IIMR: A Framework for Intangible Mid-Air Interactions in a Mixed Reality Environment," 2020 ACM International Conference on Interactive Surfaces and Spaces (ISS '20).

[Accepted, presenting in Nov 2020]

Pradipta Biswas, Abhishek Mukhopadhyay, G. S. Rajshekar Reddy, Kamal Preet S. Saluja, L.R.D. Murthy, Anasol Pena-Rios, and Gokul Gopal, "A Virtual Reality-Based System for Automatic Validation of Social Distance Measures," Springer VR Special Issue on Augmented and Virtual Reality in the Time of COVID-19.

[Under review]

## EDUCATION

B. E in Information Science and Engineering, GPA: 7.91/10

Ramaiah Institute of Technology

2015 – 2019

## RESEARCH INTERESTS

Human-Computer Interaction

Visual Computing

Neurotechnology

Haptics

Assistive Technology

## MOST PROUD OF



#### 2nd place, BR41N.IO

My project, Neospoon was awarded 2nd place at the global Brain-Computer Interface Hackathon, organised by g.tec and IEEE brain.



#### Expert Talk at Unite India 2019

Delivered an expert talk on persistent AR experiences at Unity's annual developer conference.



#### VisualizAR, AR Music Visualizer

I developed an AR particle music visualizer, which is now available on the App Store. Get it here.

## SKILLS

### Technical



Augmented/Virtual Reality

Interaction Design

Computer Graphics

Signal Processing

Brain-Computer Interfaces

Affective Computing

Web Design

Rapid Prototyping

### Creative



Music Theory and Production

Digital Cinematography

Photography

Public Speaking

### Programs



C++

C-sharp

Unity

Matlab

Xcode

Cinema 4D

HTML, CSS, Javascript

Logic Pro X

Adobe XD

Adobe Lightroom

## PROJECTS

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### A Brain-Computer Interface and Augmented Reality Neurofeedback to Treat ADHD: A Virtual Telekinesis Approach

📅 Aug 2019 - Ongoing

Treatment of ADHD using EEG Neurofeedback and a gamified Augmented Reality experience. Working with NIMHANS, Bangalore to conduct a pilot study.

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### VisuoTouch: Enabling Haptic Feedback in Augmented Reality Through Visual Cues

📅 August 2020 - Ongoing

A system that enables the semblance of haptic feedback by providing visual cues. Planning a usability study to assess the efficacy of the system.

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### Augmented Reality Assisted Training of Minimally Invasive Surgery Skills

📅 Dec 2019 - Ongoing

Augmented Reality assisted suturing through a large field-of-view, optical see-through headset (Project Northstar).

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## CERTIFICATIONS

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- 🌟 Interaction Design Specialization - University of California, San Diego via Coursera
- 🌟 Neural Signal Processing and Analysis - Mike X Cohen via Udemy
- 🌟 Computational Neuroscience - University of Washington via Coursera
- 🌟 The Ultimate Guide to Game Development, Real-World Applications and Cinematography with Unity - Unity Technologies via Udemy
- 🌟 Cinema 4D Masterclass - Ozgur Gorgun (Maxon Certified Instructor) via Udemy