

ANURAG SYAL

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EDUCATION

University of Southern California, Los Angeles

Sep 2017 - May 2019

M.S. Electrical Engineering, Specializing in Multimedia and Creative Technologies

3.7 GPA

Coursework: Game Development, Data Compression, Digital Image Processing, DSP

National Institute of Technology Karnataka, Surathkal

Jul 2009 - May 2013

B. Tech. Electrical and Electronics Engineering

8.6 GPA

PROFESSIONAL EXPERIENCE

Chief Operations Officer, Frulix VR, Bangalore

Jul 2016 - Jul 2017

- Optimized production, delivered 360°/VR Content to 3 firms in a span of 4 months
- Designed homepage and UX Flows for [Frulix](#) – An Online 360° Video Editing tool
- Liaised with service-providers of the company, reduced OPEX by 40%
- Developed a python-script to fetch 'whois' data, gathered contacts of +50,000 website-owners for marketing purposes

Senior Associate, iRunway, Bangalore

Jun 2013 - Jun 2016

- Published Technology-Landscape Reports on [4G-LTE](#) and [Semi-Conductor Memory](#): Managed a team of 6 Associates, performed **objective analysis of +100,000 patents** to predict future trends
- Advised strategy for monetization and provided IP Consultancy to several Fortune 500 clients

PROJECTS

- **Experimented on Motion-Estimation methods in x264**: Researched and modified x264 library, recorded time taken by various motion search methods, optimized output bit-rate against PSNR, improved encoding performance by 1%
- **Implemented Image Filters & Performed Compression using Scalar & Vector Quantization**: Improved objective-image quality by 10%. Applied quantization & Huffman Encoding algorithm, minimized memory footprint by 3%
- **Developed Games in Unity**: Pokémon wARs, Project cARds (Augmented Reality); Arkanoid and Galaga (Classic Games)
- **Engineered a Vehicle-Tracking System using ATmega32**: Conceived, programmed and fabricated the prototype, optimized the UI and tested on an ATV, reduced tracking-time by 250%

PUBLICATION – IEEE Xplore

Virtual Laboratory Platform for Enhancing Undergraduate Level Induction Motor Courses Using MATLAB-Simulink ([6306691](#))

SKILLS

Languages & Frameworks: C, C++, C#, Unity, Vuforia; HTML5, CSS, Bootstrap; JavaScript, Python, A-Frame, VRView

Multimedia Tools: PTGui, VideoStitch, AutoPano, Mettler SkyBox, Adobe After Effects, Sony Vegas

Software Tools: Atmel AVR Studio, GitHub, Perforce P4V, MATLAB/Simulink, MS Office

Standards: H.264 (x264), JPEG, 4G-LTE, HSPA

Intellectual Property: Evidence mining, Claim charts, Patent Validation/Invalidation, Prior-Art search

Certifications: Competition Law & Intellectual Property Rights – FICCI, India

Creative Content: 360°/VR Content hosted at [VeeR.tv \(@Go_360otg\)](#) and [YouTube](#) | Blogging at [Quora](#)

LEADERSHIP EXPERIENCE & EXTRA CURRICULAR

Volunteer, Virtual Reality Society of Southern California (VRSC)

Sep 2017 - Present

Participated and conducted VR Story-Telling workshops, organized VR Game Nights and info sessions for 25 students

Volunteer, Make A Difference, Bangalore

Jul 2014 - Apr 2015

Tutored math topics, managed a classroom environment of 15 students (Grade 8), organized annual camps for children

Founder and Chairman, Media Arts and Creative Design – NITK

Jun 2012 - May 2013

Founder of Society, organized Publicity Campaigns for collegiate events, conducted Video-Editing workshops for 200 students