

# Rohit Kumar

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## 🎓 EDUCATION

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### 🎓 BTech in Computer Science And Engineering

Indian Institute of Technology Jammu ( IIT ), India

7.4 / (10 is highest)

2017 – 2021

### 🔬 Year long Research Collaboration - \*2 publications

with National Institute of Informatics(NII), **Japan**. Advisors: Prof. Isao Echizen NII,Japan; Dr. Harkeerat Kaur, IIT Jammu. Published in **IEEE** and **AINA**.

04/2020 – 03/2021

NII Japan - IIT Jammu.

[🔗](#)

### 🔬 Machine Learning Research Internship

Topic: Object Detection Advisor: Prof. Virendra Singh, **IIT Bombay**

05/2019 – 07/2019

Bombay, India

🔧 **Tech Stack:** Python. C++, C, CPython, CMake, Pytorch, Tensorflow, Qt, Unreal Engine, Unity, Blender, Reallusion, Deep Learning, Research, Computer Vision, Reinforcement Learning, NLP, Linux, Git

## 📁 WORK EXPERIENCE

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### AI Engineer [ 🧑‍💻 4<sup>th</sup> member to join startup ]

[Captury GmbH](#), acquired by [DARI Motion, USA](#).

07/2021 – Now

Saarbrücken, Germany

★👤 **Low-Resolution Hand Tracking:** Led the development of state-of-the-art hand tracking technology, specifically engineered to optimize performance for low-resolution inputs. This innovation, now **in production**, has proven to be a highly accurate solution across various real-world applications. It has become a key feature for clients.

01/2022 – Present

▶️ [Feature Release](#)

✔️ in production

🎸 **Instrument Tracking:** Spearheaded the development of advanced AI-driven tracking systems for guitar and violin, leveraging vision-based models. Engineered a robust rendering pipeline in Blender for high-fidelity data generation, supporting in house development.

12/2023 – 08/2024

✔️ In Production

🔗 **Python Bindings:** Developed a Python library using Python-C APIs for batch processing, server farm utilization, dataset generation, and efficient internal testing. Widely used internally and by clients for processing large volumes of 3D-tracking data.

03/2022 – 06/2022

[🔗](#)

✔️ In Production

🎯 **Ball Tracking:** Leading the development of sports ball tracking using vision-based AI algorithms.

04/2024 – Present

🔮 In Progress

📦 **In-House Data Generation:** Leveraged expertise in 3D simulation software (Unreal Engine, Unity3D, Blender) supporting low cost, in house quality data generation.

🗣️ **Client Support Calls:** Led client interactions, effectively identified their needs, and provided tailored technical solutions. Generated 3D demos to enhance captury's market presence.

🔧 **Software Builds:** Enhanced and optimized the build process through advanced CMake scripting and C++ integration.