Building and Enhancing Software for a cloud VR/AR application

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XtreamCompute

PROJECT GOAL

The project aims to use XtreamLINK technology to improve the cloud gaming platform, reduce latency, and increase dependability to provide a seamless and immersive user experience for cloud AR/VR applications.

The Rust Programming Language

ACTIVITIES

- Familiarisation with Rust language
- Familiarisation with VR code base
- XDP integration on client & server sides
- Performance estimation and measurement
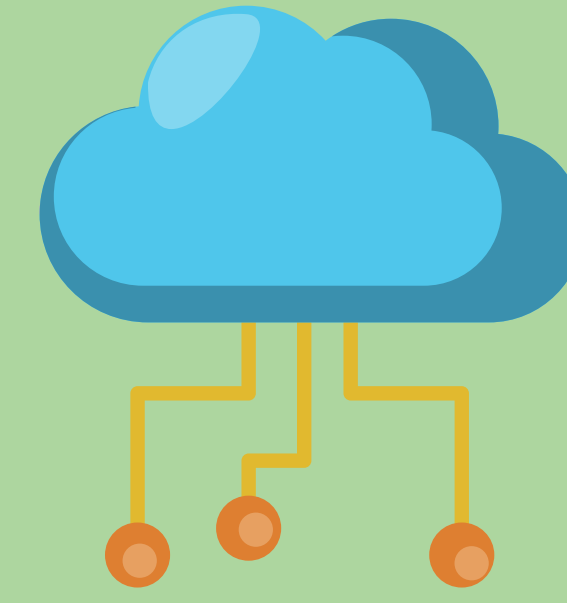- Documentation of integration process

STAKEHOLDERS & IMPACT ON THEM

Host Company
Enhanced user experience in cloud AR/VR, potential cost savings on infrastructure, and positive impact on company value.

Cloud Service Provider
Potential for increased business due to enhanced CloudVR capabilities and higher demand.
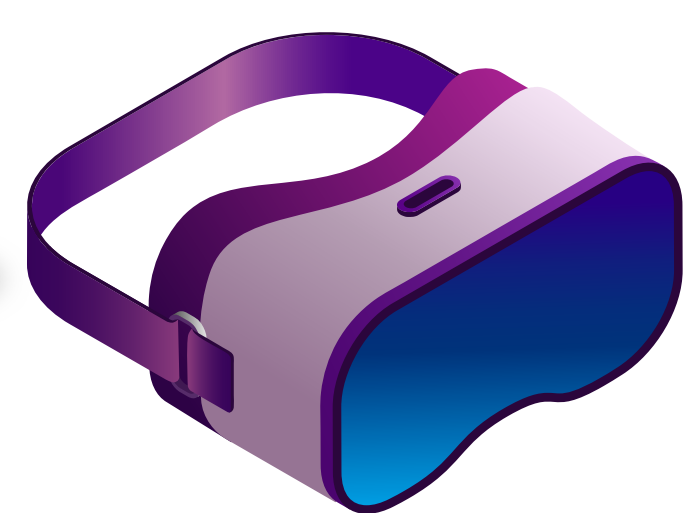
VR Platform Users
Enhanced VR experience with reduced latency and most importantly, save their money

OUTCOMES

At present, we have successfully integrated XtreamLINK to flawlessly stream VR games, establishing seamless connections with both a nearby local laptop and a remote cloud server.

XtreamLINK

Watch my pitch here! ➡