

Ajay Yadav

Mechanical Engineering

Chhatrapati Shivaji Maharaj Institute of Technology

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EDUCATION

Examination	University	Institute	Year	CPI%
Graduation(B.E.)	Mumbai	CSMIT	2023	75
Intermediate/+2	MSBSHSE	KBP College	2017	61.38
Matriculation	MSBSHSE	Vashi English High School	2015	82.20

INTERNSHIP

Source Code

May 2023 – July 2023

Website Development Intern

Remote

- Utilized HTML and CSS to create and structure web pages, ensuring proper layout, formatting and visual appeal.
- Implemented Javascript and jQuery to add interactivity and dynamic elements to web pages, enhancing user experience.
- Designed responsive websites that adapt and display optimally across different devices and screen sizes.
- Gained hands-on experience in backend development, including server-side scripting and database integration.
- Deployed websites to hosting platforms and optimized them for performance and search engine visibility.

PROJECTS

3D Virtual Laboratory | *Blender and Unity*

May 2022 – Present

- A **virtual instrument** designed in Blender and API scripted using **C#** in Unity.
- Application** is exported into smartphone and used with **VR headset** for an **immersive** 3D virtual experience.
- Users can **press buttons virtually** using **eye-gaze** to imitate real-life experiences.
- Teleportation** is scripted to get a magnified or demagnified view of different parts of the virtual instrument.
- Scripting allows the virtual instrument to perform **scientifically similarly to the real-world machine**.

Shopping Mall 3D game | *Blender and Unity*

October 2021 – Present

- A **first-person player** 3D game designed in Blender and API scripted using **C#** in Unity game engine.
- A computer game built for children suffering from Autism.
- Trains the child playing the game to do general day-to-day shopping for items like groceries, toys, clothes, etc.
- The child can interact with different 3D characters like cashier and guard in the game.
- Animations** and **pop-up messages** have been scripted in the game to make it more interactive.

rock-a-ball 3D game | *Unity*

December 2021 – January 2022

- A 3D game designed and developed in Unity game engine and API scripted using **C#**.
- A cube has velocity and the player has to move the cube left and right using the keyboard keys to avoid the obstacles/rocks placed in the path.
- The cube must be maintained in the built path/bridge to win the level.
- The game restarts again if the player hits an obstacle or falls down the bridge during the gameplay.

TECHNICAL SKILLS

Languages: JAVA, Javascript, SQL

Additional Coursework: Object Oriented Programming, Data Structures, Algorithm Analysis, Database Management System, SQL

Framework: MongoDB, ExpressJS, jQuery, Pug

Tools: HTML/CSS, NodeJS

Library: Mongoose, SocketIO