

Atharv Sheersh Chaturvedi

Bilaspur, Chhattisgarh, India | 9039860092 | atharvsc26@gmail.com | [GitHub](#) | [LinkedIn](#)

Skills

Python(Pygame, Ursina, Turtle, Tkinter) - Intermediate, C++(DSA on Leetcode) - Intermediate

Education

B.Tech - Kalinga Institute of Industrial Technology, Bhubaneswar, Odisha

July 2023 - Present

A passionate and driven IoT developer with deep interests in App Development and Game Development, consistently exploring innovative ways to combine creativity with technology. Experienced in building interactive, user-centric applications and immersive gameplay experiences.

Beyond tech, I write under the pen name *Abhay Pathak*, crafting stories that delve into imagination, emotion, and layered complexity. I'm also a movie enthusiast and a passionate follower of Cricket and Formula 1—reflecting my multidisciplinary mindset and creative vision.

Projects

1. VIRAT 1.5.0 | [GitHub](#) | [LinkedIn](#)

VIRAT 1.5.0 (Visual Intelligent Routine Assistant for Tasks), a portable, 3D-printed IoT study automation system using ESP32, PIR sensor, OLED display, LEDs, and Blynk platform. Integrated motion-based greetings, real-time schedule display, smart timer with LED alerts, push-button task control, and mobile app connectivity for remote updates, enhancing productivity and reducing distractions.

2. TRON Light Cycle Game | [GitHub](#) | [LinkedIn](#)

Developed a **real-time multiplayer arcade game** inspired by *TRON (1982)* and *TRON: Legacy* using Python, featuring a two-player LAN system with custom game loop, collision detection, TRON-style visual effects, dynamic grid rendering, and glowing player trails. Implemented victory detection with color-coded winner screens and background music, combining networking, GUI design, and cinematic theming into an immersive gameplay experience.

3. F1 Game | [GitHub](#) | [LinkedIn](#)

Made a **Formula 1 Racing Game** in Python, inspired by *F1: The Movie*, featuring a custom track layout, lap-based progression, and real-time timers for total race and best lap tracking. Implemented off-track detection, dynamic gear control via mouse clicks, immersive background music, and an on-screen UI for race stats. Utilized Ursina Engine for 3D rendering and smooth physics handling, delivering an engaging motorsport-inspired gaming experience.

Work Experience

Embedded Engineer - KIIT Robotics Society, Bhubaneswar, Odisha (Nov 2024 - Present)

1. **Trainee** and **Tutor** in KIIT Robotics Society in IoT Domain(Embedded Systems).

2. Participated in **KSHITIJ 2025 (Sand Rover)**, developed a **lock system** in a **Bicycle Safety System**, and currently working on **VIRAT 1.5**.

Languages

Hindi – Native Speaker

English - Fluent