Ayushi Sharma

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Education

B.Tech. in CSE spl. in Gaming Technology | VIT Bhopal University, Bhopal   *CGPA: 9.27* | 2022-Present
12th | Silver Line Prestige School, Ghaziabad   *Percentage: 88.2%* | 2022
10th | Silver Line Prestige School, Ghaziabad   *Percentage: 94.4%* | 2020

Skills

- **Languages:** Java, Python, C#, C, C++, Dart
- **Web Development:** HTML, CSS, JavaScript
- **Database Management:** MySQL, SQL
- **Tools:** AWS, Unity Engine, Visual Studio Code, Unreal Engine, Firebase, MongoDB Compass, Aseprite

Projects

Book Store | MERN website for buying and selling books   03/2025 - 04/2025

- Built a full-stack web application using the MERN stack (MongoDB, Express.js, React, Node.js), featuring a responsive and interactive user interface alongside robust backend functionality.
- Designed the frontend using JSX and styled it with Tailwind CSS and React DaisyUI components for a modern UI, with deployment handled via Vite.
- Structured the backend using the Route-Model-Controller (RMC) pattern, enabling efficient server-side logic and seamless integration with MongoDB for data handling.

Inner Compass | Website for mental health support   09/2024 - 04/2025

- Created a full-featured web application using HTML, CSS, JavaScript, and Python, integrating artificial intelligence and machine learning capabilities.
- Implemented a mental health quiz powered by a random forest model for depression detection and integrated an AI chatbot via the Hugging Face API.
- Added an AI-based visual novel generator to generate stories along with backgrounds and character dialogues to address common issues faced by people.

Text Completion Generator | Generative AI Project   04/2025 - 05/2025

- Developed a fully functional generative AI project using Python, Hugging Face API Transformers, and a pre-trained GPT-2 model on Google Colab.
- Designed the user interface for the same using iPyWidgets and their interactive HTML widgets for user inputs and outputs.
- Optimized the response time to range between 1 and 2 seconds and achieved an accuracy such that the model returned a contextually appropriate response for logically valid prompts.

Experience

Xbox Game Camp Asia | Microsoft   03/2024 - 05/2024

- Led one of the 4 teams selected from India to create a 2D escape room, an Android-based game.
- Reduced the loading time of the game by 20 percent by making use of Unity's timeline system to display the cutscenes present for a better and more engaging storyline. Kept simple mechanics and code to reduce lag.
- Created the game art to make the game appealing to all age groups by adding a nostalgic and simplistic touch to the game. Utilized pixel art resources to improve app compatibility across all Android devices.

Extracurricular

Participant in Project-Expo | VIT Bhopal University   08/2024
- Collaborated with a team to present an interactive story-based game built by me to judges and peers during the project exhibition.