

Tushar  
Aspiring Machine Learning Engineer

Sushant Lok, Gurugram, 122001

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Enthusiastic and motivated Bachelor of Computer Applications (AI/ML) student with a strong foundation in software development, machine learning, and game design. Adept at solving complex problems, collaborating in team environments, and building efficient, user-centric software solutions. Seeking an entry-level position to apply technical skills, learn from experienced professionals, and contribute to innovative projects.

## EDUCATION:

Bachelor of Computer Application (AI/ML)

2023-Present

Sushant University, Gurugram

## SKILLS:

- Programming & Development: Python, Java, C#, C, SQL, JavaScript, HTML, CSS, Node.js
- Software & Tools: Blender, Unity, Excel, Canva
- Data & AI: Data Analysis, Machine Learning, Data Structures & Algorithms (DSA), Object-Oriented Programming (OOP)
- Game Development: Unity Game Development
- 3D & Design: 3D Modeling, 3D Animation, Video Editing
- Communication
- Teamwork
- Problem-Solving
- Time Management

## PROJECTS:

### Project: Backorder Prediction

- **Institution:** Personal Project **March, 2025**
- **Description:** Developed a machine learning model to predict product backorders using historical inventory and sales data. Improved supply chain efficiency by identifying potential shortages in advance.
- **Technologies Used:** Python, Pandas, Scikit-Learn, Machine Learning Algorithms

### Project: Shoes Fusion

- **Institution:** Sushant University **April, 2024**
- **Description:** Developed an e-commerce website for ordering shoes, featuring product listings, a secure checkout process, and user authentication. Integrated a responsive UI for a seamless shopping experience.
- **Technologies Used:** HTML, CSS, JavaScript, Node.js, SQL
- **Supervisor:** Dr. Siksha Kumari

### Project: DeathNight Zombies

- **Institution:** Personal Project **January, 2024**
- **Description:** Developed a first-person zombie shooter game with advanced gameplay mechanics. Implemented enemy AI using NavMesh agents, weapon switching, and raycasting for shooting mechanics.
- **Technologies Used:** Unity, C#, 3D Modeling, Game AI

### Project: Chandrayaan 3D Model

- **Institution:** Personal Project **July, 2023**
- **Description:** Designed a highly detailed 3D model of India's Chandrayaan spacecraft using Blender. Applied realistic textures, materials, and lighting to enhance accuracy. Focused on precision modeling to replicate the spacecraft's structure.
- **Technologies Used:** Blender, 3D Modeling, Texturing, Rendering

### CERTIFICATES :

- **Fundamentals of Machine Learning Workshop** – Zenith FutureForge, Certified by Sushant University | *Mar 2025*

### ACHIVEMENTS :

- **GameEon GameJam Participant** – Submitted a complete FPS game *DeathNight Zombies* during the GameEon GameJam (*Jan 2024*), showcasing Unity game development, AI mechanics, and creativity under time constraints.