

Daksh Kulkarni

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EDUCATION

SRM University, AP | *Bachelor of Technology, Computer Science*, | **GPA: 8.2/10** **Jul 2022 - Present**

- As a final-year Computer Science student, I'm delving deep into world of algorithms, data structures, and software dev.
- Granted 50% scholarship for tuition fee by the University for a four-year duration.

University of California, Berkeley | *Bachelor of Technology, Computer Science*, | **GPA:3.9/4** **Jan 2025 - May 2025**

- Participated in a semester-long exchange program at the Sutardja Center for Entrepreneurship and Technology (SCET), focusing on innovation and startup culture.
- Awarded a 50% tuition fee scholarship by my home University(SRM University) for a semester long duration.

TECHNICAL SKILLS

Programming Languages	C/C++, C Sharp, Python, Bash Scripting, SQL, JavaScript, HTML, CSS
Tools and Technologies	Unity 2D and 3D, Extended Reality, Meta All-in-1 SDK, Vuforia Engine, XR Interaction tools
Additional Skills	Git, GitHub, Unity Version Control
Selected Coursework	Data Structures, Algorithms, Database Management, Operating Systems.

POSITIONS OF RESPONSIBILITIES

Board Member | *Next Tech Lab* | AP, India **August 2024 - Present**

- Actively Collaborating with peers in a student-driven lab to work on developer projects and exchange technical insights.
- Hosting game-jams, project Expo and hackathons for 60-70 students to upskill lab members in game and VR development.

PROJECTS

VR Carnival | *Unity 3D* | *Solidity* | *C#* | *Kotlin* | *Meta All-in-1 SDK*

- Created 2-3 mini games along with joy ride experiences in VR.
- Created UI canvas elements for the VR controller interactions.

Thanos simulator | *Unity 2D* | *C#*

- Built individual planet based gravity and rocket movement.
- Implemented time-bar on each planet to show the remaining time.

ViewKia | *Unity 3D* | *C#* | *Meta All-in-1 SDK*

- A multiplayer mixed-reality project that spawns furniture real-time and changes colour based on voice input.
- Used Gemini's API key to recognize furniture name and colour to spawn.

SCP Maze Runner | *Unity 3D* | *C#* | *XR Interaction Toolkit*

- Built a VR horror based experience with flickering lights and eerie sounds.
- Created movement and trigger system where the SCP character recognizes the player position and follows it when hit with a rock .

PUBLICATIONS

Book Publication at UC Berkeley | *Author and Editorial Lead* **May 2025**

- Published a collaborative book titled *A Guide for Future Founders* during my semester at the Sutardja Center for Entrepreneurship and Technology (SCET), UC Berkeley.
- Led the editorial team, managing content curation, proofreading, and final manuscript formatting across the cohort.

RESEARCH

Seed Grant worth 50,000 INR

- Secured a grant for a research project based in VR, which uses EEG feedback to analyse user responses.
- The grant was awarded by the research department of SRM University AP for development of this project.