Daksh Kulkarni

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EDUCATION

SRM University, AP | *Bachelor of Technology, Computer Science,* | **GPA: 8.3/10**   **Oct 2022 - May 2026**
- 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 abroad program at the 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, Expo and hackathons for 60-70 students to upskill lab members in Game/XR development.

WORK EXPERIENCE

Unity Programmer | *Adventales*   **Jan 2026 - June 2026**
- Building mini-games and core systems for *Lemonade Apocalypse* (2D clicker) in Unity.
- Contributing to a new version with 27 endings; first demo received 1000+ highly positive responses.

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.

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.

VR Puzzles | *Unity 3D | C# | Meta All-in-1 SDK | EEG*
- Developed 3 VR puzzles designed to create confusion and test attention under pressure.
- Collected EEG data from 20+ participants as part of an ongoing research study.

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 in the SCET, UC Berkeley.
- Led the editorial team, managing content curation, proofreading, and final manuscript formatting across the cohort.

Featured by SRM University AP(Article) | *VR Puzzles project*   **Jan 2026**
- Featured in an official SRM AP article highlighting our VR puzzle research work.
- Covered the EEG-based pilot data collection and project outcomes.

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.

Patent Publication
- Recently filed and published a patent for the VR puzzle project (published in the first week of January 2026).