

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, Unity 3D, Vuforia Engine, XR Interaction tools, Unity's AR foundation toolkit, Virtual reality, Augmented Reality, Mixed Reality, Meta All-in-1 SDK
Additional Skills	Git, GitHub, Unity Version Control
Selected Coursework	Data Structures, Algorithms, Database Management, Operating Systems, Automata and Compiler Design

POSITIONS OF RESPONSIBILITIES

Board Member | Next Tech Lab | AP, India

August 2024 - Present

- Collaborated with peers in a student-driven lab to work on developer projects and exchange technical insights.
- Led game-jams and internal hackathons for 60-70 students to upskill lab members in game and VR development.

PROJECTS

Valak | Unity 3D | Solidity | C#

- Designed a horror-themed NFT game where players collect hidden shards using a limited field of view.
- Integrated crypto wallet and token mechanics to unlock NFTs through gameplay.

Thanos simulator | Unity 2D | C#

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

Infinite Runner Shooter | Unity 3D | C#

- Developed a dynamic FPS infinite runner with increasing speed and enemy density.
- Reward system includes coin collection for scaling difficulty.

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.

CryptFlesh | Unity 3D | C# | ThirdWeb | Solidity

- NFT-based zombie survival game with wallet integration and visual main menu.
- NFTs rewarded for defeating zombie waves; player uses third-person perspective.

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.