

# 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.