

## Education

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<b>SRM Institute of Science &amp; Technology   Chennai</b>	<b>2026</b>
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Bachelor of Technology in Computer Science and Engineering with specialization in Gaming Technology

- Associate in Pausch Lab (Next Tech Lab)
- Technical Member in Game Developers Community
- Creatives Member in Data Science Community
- Creatives Member in Astrophilia.

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<b>Amity International School, Sector - 46   Gurugram</b>	<b>2022</b>
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Non-Medical

- Took Physics, Chemistry, Mathematics, English and Computer Science for Senior Year
- Earned Gold Medal in "Odyssey of the Mind" competition, showcasing problem-solving and creative abilities in 2018
- Played Basketball at district level and won two silver medals in 2017
- Received "Artist of the Year" award in 2017

## Skills

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Unreal Engine 5, Sketching, Blender 3D, Adobe Photoshop, DaVinci Resolve 17, Procreate, Python, C, C++

## Work Experience

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<b>The Realm 18 Studios</b>	<b>2023</b>
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- Remote internship as a concept artist
- Created weapon designs and surface textures

## Project Experience

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<b>Odyssey of the Mind</b>	<b>2018</b>
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- Designed and constructed a 15 grams heavy Balsa wood structure that withstood 200 kilograms of weight
- Led and completed multiple spontaneous tasks handed to the team
- Performed in a theatrical skit

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<b>F1 in Schools</b>	<b>2018</b>
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- Designed and 3D printed an aerodynamically efficient Formula 1 car using Autodesk Fusion 360

## Portfolio

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- [Portfolio sketches](#)
  - [Github](#)
  - <https://www.artstation.com/ayushure>