

BHARGAV RAGHAVENDRA

 [+91 9980687226](tel:+919980687226)

 [Bengaluru, Karnataka, India](#)

 bhargavrag16@gmail.com

 linkedin.com/in/bhargav24/

 github.com/Bhargs2

EDUCATION

Vellore Institute of Technology

Bachelor of Technology in Computer Science Engineering with specialization in Business Systems

Sep 2022 - July 2026
Vellore, India

EXPERIENCE

XR Developer Intern | [Cogniverse Limited](#)

- XR Developer Intern at Cogniverse, building a VR application for surgical training to assist doctors in pre- and post-operative procedures.
- Working with Unity and XR tools to create immersive, medically accurate simulations that enhance training efficiency and outcomes.

Oct 2024 - Present
London(Remote)

Machine Learning Intern | [ICCW - IIT Madras](#)

- Interning at the International Centre for Clean Water, located at IIT Madras Research Park, contributing to AI solutions for clean water initiatives.
- Developing and training machine learning models to detect and classify water purity levels using real-world datasets

Dec 2024 - Present
Chennai(Remote)

Junior Game Developer Intern | [Viftr Technologies](#)


- Collaborated on game design and development of a mobile companion app for a robotics product using Unity and C#
- Contributed to UI/UX and gameplay mechanics, enhancing user interaction and functionality for real-world robotics integration.

Oct 2024 - Dec 2024
Chennai(Remote)

PROJECTS


INFERNO: Immersive Navigation for Fire Emergency Response & Neutralization Operations

- Built Inferno VR app in Unity for fire safety training, featuring realistic scenarios with dynamic audio, visuals, haptics.

 [INFERNO](#)


Xposure

- Developed a VR Exposure Therapy Simulation enabling therapists to safely treat phobias through controlled, immersive anxiety-inducing scenarios.

 [Xposure](#)


VR Chem Lab


- Developed a VR Weighing Scale Lab to simulate chemistry experiments, offering a cost-effective, interactive alternative to physical lab setups.

 [VR Chem Lab](#)

TexAR

- Created an AR app using Unity that transforms NCERT textbooks into interactive 3D learning tools by projecting models on image markers.

 [TexAR](#)

 [More](#)

TECHNICAL SKILLS

Languages: C++, Java, Python, JavaScript

XR Development: AR, VR, Unity C#, Blender 3D

Full Stack Development (Web):HTML, CSS, JavaScript, React, Bootstrap, Express, Node.js, Python, Django, SDLC

AI/ML: Flask, TensorFlow, Pandas, NumPy, RFA, Decision Tree, NLP, LLM

Business and soft skills: Design Thinking, Market Research, Business Communication, Creative Problem Solving, User Experience, Product Design

ACHIEVEMENTS AND AWARDS

Hackathons: [Winner - Hackovation '25](#) | [Winner- DevSoc' 25](#) | [Best UI/UX - Yantra Central Hack' 25](#)
[Best UI/UX - Hackwars' 25](#)

Awards: [Best AR/VR project - World Engineering Day celebrations VIT'25](#)

VOLUNTEERING AND LEADERSHIP

Secretary | [Juvenile Care NGO, VIT](#)

Dec 2022 - Present

- Board Member at Juvenile Care Club (VIT) — a student-led NGO focused on the upliftment of underprivileged children through education and outreach.
- Led initiatives and organized events to support child welfare, education, and community engagement in underserved areas.