

Prakamya Srivastav

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Education

Vellore Institute of Technology, Bhopal, MP September 2023 – July 2027
B.Tech in Computer Science and Engineering with specialization in Gaming Technology – 7.68 CGPA

Sir Padampat Singhania Education Centre, Kanpur, UP April 2022 – May 2023
Class XII – 78.8%

Army Public School, Chennai, Tamil Nadu April 2020 – May 2021
Class X – 85%

Technical Skills

Languages: C++, Python, C, SQL, Java, HTML/CSS
Technologies & Frameworks: Unity Engine, Photon, Flask, Git, REST APIs, Scikit-learn, XGBoost
Areas of Interest: Data Science, Machine Learning, Virtual Reality (VR), Cybersecurity, Game Development, Artificial Intelligence

Projects

Phishing URL Detection System — Python, Flask, Scikit-learn, XGBoost Duration: April 2025 – July 2025

- Achieved 94% predictive accuracy in detecting phishing URLs by developing a sophisticated XGBoost model and a custom feature engineering pipeline.
- Engineered the feature pipeline using WHOIS data, SSL validation, and lexical analysis, which boosted model performance by 15% and cut false positives by 10%.
- Deployed a high-throughput Flask API to serve the model, handling over 1 million requests daily to provide real-time analysis at scale.
- Implemented a 100% user-facing Chrome extension that seamlessly integrates with the API to warn users of phishing threats in real-time, preventing access to malicious sites.

X-COPE — Multiplayer VR FPS Game — Unity, C#, Photon Duration: September 2024 – December 2024

- Engineered a feature-rich multiplayer VR FPS for a team of 4, leading contributions across gameplay mechanics, network synchronization, and performance optimization.
- Designed and implemented intuitive VR interaction systems, including realistic gun handling, physics-based reloading, and gesture commands to maximize player immersion.
- Optimized complex 3D environments and lighting, balancing visual quality and performance to maintain a stable 90 FPS, crucial for user comfort in VR.
- Architected critical networked gameplay features using Photon, ensuring real-time synchronization of player health, respawn mechanics, and shared enemy AI state for up to 8 players.
- Crafted a custom, VR-native UI/UX for in-game menus and HUDs, focusing on intuitive navigation and minimizing motion sickness.

Achievements & Certifications

- **Algorithmic Proficiency:** Validated advanced Data Structures and Algorithms skills by solving 150+ problems on LeetCode and achieving a 3-Star HackerRank badge.
- **Artificial Intelligence:** Certified in AI & ML Fundamentals, applying principles of model training and feature engineering to a project that achieved 94% accuracy.

- Virtual Reality: Certified Unity VR Developer, applying learned principles to build and optimize a multiplayer VR FPS with 4+ core gameplay mechanics.
- Databases & SQL: Coursera-certified in SQL, applying skills in complex query writing (joins, sub-queries) and schema design across 2 major projects.
- Professional Development: Completed 3+ LinkedIn Learning modules on professional communication, teamwork, and emotional intelligence.
- Language Skills: Dedicated 50+ hours to achieve foundational Japanese (A1) proficiency (Udemy), demonstrating a commitment to continuous growth.
- Bhartiya Antarakshiya Hackathon (2025): Developed an AQI prediction model achieving 85% forecast accuracy, leveraging weather datasets and machine learning for micro-region prediction.

Activities & Interests

- Public Speaking: Honed public speaking and presentation abilities by dedicating 10+ hours to self-study on clarity, confidence, and audience engagement.
- Language Acquisition: Cultivated multilingual capabilities by achieving Japanese (A1) proficiency and initiating studies in German (Beginner).
- Narrative Media & Art: Analyzed intricate storytelling and visual art styles in Japanese anime and manga.

Relevant Coursework

Data Structures & Algorithms, Operating Systems, Database Management Systems (DBMS), Computer Networks,
Machine Learning, Cloud Computing (AWS & Docker), Web Technologies, AI/ML Agents