PRITHVI SINGH KANAUJIA

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EDUCATION

University of Massachusetts Amherst Graduating May 2024
B.S. in Computer Science and Technology
Recipient of the Chancellor's Award
Relevant Courses: Computer Systems, Data Structures, Artificial Intelligence, Algorithm Design and Analysis, Machine learning, Probability Theory, Web Programming, Search Engines, Computer Networks, Digital Forensics, Natural Language Processing, Data Management, Operating Systems, Game Programming, Multivariate Calculus, Linear Algebra, Computer Vision, Computer Graphics, Mobile and Wireless Networks

EXPERIENCE

Metadome.ai Jun. 2023 - Sept 2023
Software Engineer Intern, Full-Stack *Unreal Engine, AWS, Git, Babylon.js, C++, JavaScript*

- Created a virtual showroom for users to try on a client's clothing and accessories on a customizable mannequin using Babylon.Js.
- Collaborated closely with the front-end team to implement UI/UX enhancements, ensuring seamless control of the scenes from the parent website.
- Executed AWS database migrations and addition/deletion logics to secure and store relevant assets.
- Automated the conversion and integration of 3D generated assets in Unreal Engine to Babylon.Js scenes, reducing the total configuration time by 80%

Metadome.ai Jun. 2022 - Sep. 2022
Software Engineer Intern, Computer Graphics *Python, C++, Unreal Engine, Maya, Figma, Git, Unity*

- Trained 15 new hirees and interns on the company's Unreal Engine and virtual reality development pipeline.
- Built a motion-capturing system using live link face to accurately record and replicate a user's real-time facial movements onto virtual characters.
- Conducted extensive scalability tests on Metahuman characters in Unity and Unreal Engine environments, evaluating performance metrics and identifying optimization opportunities that improved real-time rendering by 20%.
- Implemented user interface features for the main menu of an application using C++ and blueprint.
- Identified and resolved software bugs and logical errors within an Oculus quest application, reducing launch time by 50%.

PROJECTS

GeoGuessr bot Jun. 2023
Image classification model *Python, TensorFlow Scikit-learn, REST, Typescript*

- Used machine learning to create a model that can predict the location of a Google street view image from the game GeoGuessr.
- Achieved an accuracy of 67% with 84% of the predictions being within 2,000 miles of the correct location.
- Trained the model using 900,000 images around the world sourced from Google's street view API and Mapillary.
- Used Convolutional Neural Networks (CNN) to stride over parts of each image and train the model.

Spotify RoundUp Jul. 2023
Personalized Spotify tops and insights web application *TypeScript, JavaScript, HTML, REST, Git*

- Showcased user's Spotify top tracks, insights, and listening history using React and hosted the web application on GitHub pages.
- Integrated Spotify's OAuth2, API scopes, and endpoints to access the user's data.

Shark Tank Game Dec. 2022
Physics-based puzzle game *C#, Unity, Git*

- Implemented AI algorithms for intelligent Non-Player Characters (NPCs) in the game.
- Developed algorithms for the procedural creation of diverse levels, landscapes, and textures.
- Integrated dynamic character animations and particle effects.

SKILLS

Languages:
Java, Python, JavaScript, TypeScript, C, C++, C#, SQL, Swift, HTML, CSS

Technologies & Frameworks:
TensorFlow, SciPy, Unreal Engine, Unity, Full-Stack Development (React, Node.js, Express.js, Relational/Non-Relational Databases), Scikit-learn, Amazon Web Services, Jupyter, Git, Linux, REST, Three.js, Babylon.js, PostgreSQL