Sanskar Goyal

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Final Year (IPS Academy Indore AICTE(UGC-RGPV) Affiliated) | +918435729933 | sanskargoyal608@gmail.com | Indian

Summary

As passionate developer & learner I had secured GATE '25 AIR Rank 3012 | SIH Hackathon '23 Top-5 Finalist, transforms AR/VR concepts into immersive Unity/C# solutions. Proven backend engineer with hands-on experience in Python/Django, FastAPI microservices, and Azure Cognitive Services. Strong C++ practitioner with deep foundations in OS, Computer Network and DSA in C++.

Educational Qualification

B. Tech, Computer Science | IPS Academy, Indore (RGPV) | 2021 – 2025
CGPA: 7.62/10.0

Technical Skills

Languages: C, C++, Python (Basic) | **Web & Backend:** Django, FastAPI, RESTful APIs, HTML, CSS | **Cloud & DevOps:** Azure (OpenAI Service, Speech text APIs, Functions), | **Tools:** Unity (C#), Figma, OpenCV, Git

Professional Experience

Software Intern | Inspark Technology | May 2023 – Jul 2023

- Built 17+ UI pages for an **Inventory Management System** using **HTML5, CSS, and JavaScript**, improving user efficiency by 30%.
- Delivered **WordPress site** for **SK Industries**, aligning design strategy with business goals.

AR/VR Developer Intern | CMS-ERP, IPS Academy | Jun 2024 – Jul 2024

- Engineered an interactive **virtual campus tour** in Unity with optimized asset streaming for Meta Quest VR.
- Authored and delivered an **AR/VR curriculum**, upskilling 20+ students in Unity, C#, and immersive tech best practices

Projects

Ezii: Document Management & Scholarship Verification Portal (Python, Django, REST API)

- Developed it during **Smart India Hackathon**, aggregating data from **AISHE**, processing with secure REST APIs, authentication, and **decreasing manual verification** workload by 75%.
- Developed secure **RESTful APIs (DRF)** with authentication, rate limiting, and backend testing.

Virtomo: VR Conferencing & AI Interview Simulation (Unity, FastAPI, Azure, Photon fusion)

- Developed a **VR conferencing** system with real-time voice via Photon and **screen sharing** using python.
- Integrated **Azure Speech-to-Text** and **OpenAI APIs**, parsing resume and generating right questions.
- Built **FastAPI middleware** to **streamline communication** between VR clients and backend.

Virtual Mindscape: VR Painting & Music Experience at Moon and Mountain

- Built immersive **VR painting app** with Unity and Meta Quest SDK, enabling 3D brush strokes and environment-based music playback via **Spotify SDK**.
- Designed two themed worlds (Moon, Mountain) and integrated experimental **voice commands** to spawn virtual objects

Achievements & Certifications

- Qualified GATE CS 2025 (AIR ~3012)
- Top 5 Finalist, Smart India Hackathon (GOV PSID1306)
- College Hackathon Phases 1 winner (2024) & College Hackathon phase 1& phase 2 winner (2025)
- Campus Ambassador (Gold Pass), Coding Ninjas and Microsoft learn student ambassador
- **Certifications**: Unity Essentials | VR Development in Unity | C, C++

Leadership & Extracurricular

- **President**, Real XR Club (IPS Academy): Organized 5+ AR/VR workshops, mentoring 10+ students in immersive tech development.
- **Mentor, Unity & AR Workshops:** Conducted hands-on sessions on Unity AR fundamentals, guiding novices to build 3 live demos in Unity and Vuforia.
- Built and launched **two e-commerce websites** (garlic trading and clothing) with **Wix** configured Google Ads campaigns, optimized SEO, integrated Google Merchant Centre, and implemented One Signal push notifications, increasing user engagement by 25%.