

# Shaurya Sarma

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artstation.com/shaurya-sarma

## EDUCATION

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### University of Pennsylvania

Philadelphia, PA

*Candidate for Bachelor of Science in Digital Media Design (Computer Science, Computer Graphics)*

*May 2028*

### Monroe Township High School

Monroe Township, NJ

*104.125 Weighted Cumulative | 13 AP Courses*

*June 2024*

## TECHNICAL SKILLS

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**Languages:** Typescript, C#, Java, C++, Python, Dart, HTML/CSS

**Frameworks:** React, Angular, Flutter, Flask

**Developer Tools:** Git, VS Code, Unity, IntelliJ, Eclipse

**Other:** Blender, Unreal Engine, Figma, Photoshop, Premiere Pro, Maya, WebGL, Three.js

## EXPERIENCE

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### 3D Modeler/Programmer Intern – Artie World

Jan 2021 – Nov 2023

*Unity, Maya, Blender, Substance Painter, Photoshop, Aesprite*

- Designed 150+ 3D assets for AR mobile app w/ Unity Game Engine, focusing on low polygon counts for efficiency
- Contributed 300+ commits to AR engine codebase for interacting w/ 3D models via mobile app
- Startup developing immersive AR experiences that enable businesses to advertise to consumers interactively

### Webmaster – Instilt Educate

July 2021 – Nov 2021

*HTML, SCSS, Javascript*

- Overhauled and streamlined UI/UX for website
- Standardized responsive web design for several device formats
- Trained team of 8 developers across timezones to maintain the website by creating a scalable codebase

## PROJECTS

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### 3D r/place | *React, Three.js, Typescript, Python, MongoDB* | [Link here](#)

- Originated project vision, inspired by Reddit's r/place, and led team of four designers and developers
- Spearheaded a collaborative digital 3D art experiment with real-time updates on a voxel canvas
- Achieved key project milestones within a 9-week timeline through delegating developmental tasks

### Independent 3D Artist | *Blender, Maya, Unreal, Substance Painter* | [Link here](#)

- Conceptualized original animations/renders of environmental art involving lighting, prop design, and composition
- Involved modeling, texturing, UV mapping, sculpting, procedural generation using industry-standard tools

### Storify | *React, Typescript, Python* | [Link here](#)

- Storybook generator powered with Gemini and Stable Diffusion APIs
- Utilized generative art and large language model to dynamically create a story based on user prompt with comprehension questions and illustrations

### Resurrection | *Unity, C#* | [Link here](#)

- A souls-like 2D platformer with +2K plays
- Built several different types of enemy AI behavior
- Designed complex levels with music/art assets to create a unique game experience

### StudyHungry | *React Native, Typescript* | [Link here](#)

- Productivity app released on the Apple Store
- Consulted students to determine which features most effectively addressed procrastination
- Implemented pomodoro clock with focus modes, daily planner, educational video feed, and routine-creation system

### Traveling Salesperson Problem Visualization | *Javascript* | [Link here](#)

- An interactive real-time visualization of TSP Problem with customizable parameters
- Programmed algorithm to find most optimized path using a genetic algorithm called NEAT
- Created artificial neural networks that evolve into more complex networks in generation-based learning