Shaurya Sarma

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EDUCATION

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

Languages: Typescript, C#, Java, C++, Python, Dart, HTML/CSS
Frameworks: React, Angular, Flutter, Flask
Other: Three.js, Blender, Unity, Unreal Engine, Figma, Photoshop, Premiere Pro, Maya, WebGL

EXPERIENCE

Research Intern – RWTH Aachen University, DAP Laboratory — May 2025 – July 2025
Unity, Virtual Reality (VR), C#, Python, Blender
- Developed XR Lattice Configurator in Unity for compressible lattice structures with real-time haptic feedback
- Collaborated with international researchers to explore XR applications in Additive Manufacturing workflows
- Presented findings at a symposium with 50+ attendees; contributed to a 22-page research report and poster
- Completed A1 German course during 10-week internship to enhance communication in a professional, global setting

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

PROJECTS

Penn Place | *React, Three.js, Typescript, Python, MongoDB* | *Link here*
- Spearheaded a collaborative digital 3D art experiment with 370+ users and real-time updates on a voxel canvas
- Originated project vision, inspired by Reddit's r/place, and led team of three designers and four developers
- Achieved key project milestones within a 8-week timeline through delegating developmental tasks

Echo | *Next.js, React, Typescript, Python, Flask, PyTorch, MediaPipe, MongoDB* | *Link here*
- Developed an AI-powered speech restoration tool using Visual Speech Recognition (VSR) and generative voice AI to convert mouth movements into spoken words, enabling real-time communication for speech-impaired individuals
- Collaborated with a team of four at HackRU to build the project, winning the Best UI/UX track out of 120 other projects for its intuitive design and seamless user experience
- Redesigned and optimized machine learning model for near real-time inference

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

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