

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

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

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 the machine learning model for near real-time inference

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

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