

Shreyash Raj Bamrara

Computer Science Engineer

CONTACT

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Portfolio: <https://ShreyashRajBamrara.github.io/>

GitHub: <https://github.com/ShreyashRajBamrara>

SUMMARY

Computer Science Engineer passionate about AI and game development, with hands-on experience in building dynamic systems

- SKILLS
- Programming Languages

Python, C / C++ / C# , Java

• Game Development

Unity (C#) , Level Scripting , Enemy AI ,Game Design

• AI & Machine Learning

LangChain , Streamlit ,Basic ML models

- PROJECTS
- Personalized Educational Chatbot with LangChain & Streamlit

Developed a multi-personality faculty chatbot with llama 3.2 ,simulating subject expertise with dynamic Chain Routing to switch between fine tuned models based on user queries. Used SQL to store user history and context for dynamic interactions

• Rammy: Tower Defense Game (Solo Project)

Developed a strategic tower defense game in Unity (C#) featuring dynamic pathfinding. Implemented BFS algorithm on a grid-based adjacency matrix for enemy AI . Designed 4 level with progressive difficulty and a resource-based banking system.

- EDUCATION
- Graphic Era Hill University | 2023 – 2027

Bachelor of Technology in Computer Science Engineering

• 1<sup>st</sup> Year CGPA : 9.0

• Class Representative of Section A1 (1<sup>st</sup> year)

• Participated in 24 Hour Hackathon

The Himalayan Public School

ICSE | ISC Board ( Science Student )

• 12<sup>th</sup> Board Percentage : 94.6

• House Captain during High School

• Scored 100 in Mathematics in ISC Board

- CERTIFICATES
- Complete C# Unity Game Developer 3D

Udemy

ICICI Soft Skill Development

ICICI Academy

Master Langchain and Ollama – Chatbot, RAG and Agents

Udemy