

SHRI HARISH S

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EDUCATION

SARANATHAN COLLEGE OF ENGINEERING (2022 – 2026)

B.E. Computer Science and
Engineering (AI & ML)
Current CGPA: 7.52 / 10

CHELLAMMAL VIDYALAYA(CBSE)

Class XII (2021)
Percentage: 78%

MONTFORT SCHOOL (CBSE)

Class X (2019)
Percentage: 79%

SKILL

- PYTHON
- UNREAL ENGINE
- BLENDER
- CASCADEUR
- C++
- UI/UX Design

EXPERTISE

- Game Design
- Animation
- OOP Concepts
- Communication
- Problem-solving & debugging

LANGUAGE

- English
- Tamil

ABOUT ME

I am a final-year CSE(AI ML) student who loves learning by building. I spend my free time experimenting with game development and exploring how artificial intelligence can make world feel more alive. I see myself as a curious problem-solver who isn't afraid to start simple and improve step by step. My dream is to create AI agents that can Help people to combine Smartwork and Hardwork and reduce their stress, while also growing into a reliable software engineer who adapts quickly to new technologies and challenges.

PROJECT EXPERIENCE

• LAN Shooter — LAN Multiplayer Shooter (2024 – Present Unreal Engine 5 (Blueprints; exploring C++ APIs)

Implemented player movement, HUD, shooting loop, host/join LAN sessions,Realistic weapon systems & scoring UI.

• PC Recommendation AI Agent (In Design Phase)

Designing an AI-based system to recommend optimal PC builds tailored to user needs (gaming, AI/ML, or productivity).

• Bomb Tag — Competitive Multiplayer Prototype (2024) Unreal Engine 5

Designed bomb-passing mechanic and parkour-style movement

• Emotion Recognition from Speech(2024)

Developed a CNN-based speech emotion recognition model using Python, Librosa, and TensorFlow, achieving ~80% accuracy on the RAVDESS dataset and Deployed an interactive Streamlit web app

CERTIFICATIONS

- UNREAL ENGINE
- COMPUTER GRAPHICS &
VISUALIZATION
- PYTHON 101 FOR DATA
SCIENCE