SIDDHARTH SHARMA

MSc. | Artificial Intelligence

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Skill Set

Languages: C#, PYTHON, C, C++, JAVA, .net, AJAX, HTML, XML, CSS, Apex Programming, Apex Data Loader, Visualforce Pages, Lightning Design System, JAVASCRIPT(JS), SQL, NoSQL.

Platforms: Salesforce Sales Cloud, Unity3D, Unreal Engine 4, MongoDB, Android Studio, Visual Studio, VS Code, GitHub, Google Colab.

Education

- Master of Science (M.S.) in Artificial Intelligence from Heriot-Watt University, Edinburgh, Scotland, UK, from Sept'22 to Aug'23
 - Advanced specialist program providing a comprehensive understanding of practical applications of AI, with a particular focus on the gaming industry.
 - Courses in Game Programming, Biologically Inspired Computation, Data Mining & Machine Learning, and Advance Human-Computer Interaction, among others, have provided a strong foundation in AI and its various subfields.

• Projects:

- o Joe's Adventure:
 - Designed a 3D parkour game in Unity3D, including a low-cost prototype. The prototype was used to test the game mechanics and gameplay and to gather feedback from players.
 - Contributed to level and UI design, as well as character movements. The levels were designed to be challenging and engaging, and the UI was designed to be clear and easy to use. The character movements were designed to be fluid and responsive.
 - Play tested the game.
 - Built in Unity3D and coded in C#.

A Pokémon Game from scratch:

- Developed a 2D turn-based RPG game from scratch in Unity3D. The game was developed using a variety of Unity3D features, including the physics engine, the animation system, and the UI system.
- Features included:
 - A full battle scene with UI and animations.
 - Pokémon switching.
 - Enemy trainer behaviour.
 - Boss battles.
 - Various Pokémon moves and types.
 - Built in Unity3D and coded in C#.

o Genetic Algorithm

- Implemented the Genetic Algorithm (GA) from scratch using Python.
- Conducted experiments comparing GA performance on three benchmark functions: Sphere function, Rastrigin function, and Styblinski-Tang function.
- The best solution found in each run was recorded. The results showed that the GA was able to find good solutions to the benchmark functions.

Multi-layered Artificial Neural Network

- Implemented a configurable multi-layer ANN architecture from scratch using Python.
- Trained the ANN on the UCI Breast Cancer dataset and investigated the impact of hyperparameters on binary classification.
- Prepared a report with experimental results, including tables and plots.
- Completed as part of a group of two.
- Coded in Python.

o TESVSCA: The Elder Scroll V Skyrim Conversational Agent

- Will be developing a conversational agent for The Elder Scrolls V: Skyrim.
- The CA will be voice-activated and have a fairy-like entity as its face.
- Users will choose the personality of the conversational agent.
- The TESVSCA will explain the lore of the area, identify item locations, and offer loot-weight optimization suggestions.
- The TESVSCA will have a natural and engaging conversational style.
- The project will be completed as a mod for the game.

• Bachelor of Technology (B.Tech) in Computer Engineering from NMIMS' Mukesh Patel School of Technology Management & Engineering, Mumbai, India from July'14 to Aug'18

- O Comprehensive program covering software engineering, programming languages, computer networks, databases, and algorithms.
- Key courses include Artificial Intelligence, Data Structures and Algorithms, Computer
 Organization and Architecture, Operating Systems, and Object-Oriented Programming.

Projects:

o FinnEdd: A Gamified Android Project

- Developed a gamified mobile application to answer basic FAQs about the stock market and provide real-time market information.
- Completed as part of a group of four, with a role as the team lead.
- Coded in Java using Android Studio.
- The app was able to display external site info in real-time.

Professional Qualifications/Certifications

- Microsoft Technology Associate: Software Development Fundamentals Microsoft Institute (2015-16)
- Grade 1 Cyber Security Expert Lucideus Tech Pvt. Ltd. In (2016)

Professional Experience

• Senior Engineer at Shri Radha Krishna Marble & Granite (P) Ltd., Sept'19 - June'21

- o Developed and implemented integrated work processes, including planning, monitoring, and evaluation systems, improving operational efficiency and productivity.
- Successfully managed projects, ensuring timely delivery within budget while maintaining high-quality standards.
- Developed in HTML and CSS.

Associate Consultant at IRT Digital Analytics Solutions Pvt Ltd., July'18 - Aug'19

- Served as Lead Support for East-West Seeds, utilizing Salesforce to manage order placement and tracking.
- o Directly interacted with clients to gather business requirements, formulate solutions, write queries, and test.
- o Provided front-end and back-end support and development in **Apex language** on Sales Cloud of Salesforce, delivering reliable and scalable solutions.
- Developed Visualforce pages and transitioned from classic to lightning in Salesforce.

• APPIRO, A WIPRO COMPANY (Summer Internship), June'17 - July'17

- O Developed a recruitment app as a solo project, catering to both companies searching for employees and individuals seeking employment.
- Utilized software development skills to design and create the app, resulting in an efficient and user-friendly platform.
- o Demonstrated strong project management skills, ensuring timely delivery of the app.
- Developed in Salesforce Sales Cloud.

Extra-Curricular Activities

- YSL Football League Jaipur Youth Soccer League 2010
 - o Played as a central defender.
 - o Gained skills in effective communication, teamwork, and understanding of the game.
- International Business Challenge 2012 Hwa Chong International School, Singapore
 - Placed 5th out of 12 international teams.
 - O Designed and built a spy gadget: smart glasses with thermal imaging and sound recording, connected to an intelligence database for the identification of targets.
 - Created a one-minute ad for the product.