

Shrivardhan Wagh
BTech Computer Engineering Batch 2026
NMIMS MPSTME, Mumbai
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Education

MPSTME, NMIMS University (2022 – 2026)

B. Tech in Computer Engineering

CGPA: 3.52/4

PACE Junior Science College, Dadar (2020 - 2022)

HSC: 68.5 %

Balmohan Vidyamandir (2008 - 2020)

SSC: 90.6%

Projects

Secrets Of the Crown – 2025 (In Progress)

Developed a Unity-based first-person labyrinth adventure game featuring traps, hidden lore, parkour mechanics, randomized spawns, and dynamic audio. Refined through closed beta testing and competitive speedrun feedback.

Legal Document Analysis – 2025 (In Progress)

AI system for analyzing lengthy Indian legal judgments and contracts. Implements summarization, clause classification, semantic clause search, and anomaly/risk detection using transformer models.

MediScan – 2025

Developed an AI app using EasyOCR and Gemini LLM to extract, digitize, and summarize medicine details. Supports multilingual outputs for accessibility.

XR École – 2024

Built an immersive VR/AR learning prototype in Unity to teach French via interactive object lessons, quizzes, and gamified retention mechanics.

Pothole Detection Using Computer Vision – 2024

Trained a YOLO v5 model with a custom dataset to detect potholes. Created a prototype for on-demand identification of potholes using images.

Internships

Artosci Holofil – August 15, 2025 - ongoing

Working on a real-time holographic AI assistant that integrates Google STT → OpenAI GPT-4o → Google TTS into a Unity-based lip-sync avatar for HOLOFIL holographic displays. Designed for hospitality, education, and exhibitions, supporting multiple deployment modes (cloud, hybrid, offline) for cost, latency, and privacy optimization. Responsible for cost analysis, pipeline development, retrieval-layer integration, and front-end avatar implementation.

Maharashtra Knowledge Corporation Limited (MKCL): June 1 – July 10, 2024

Integrated Unity 3D into gamified e-learning modules to develop immersive and engaging educational experiences. Collaborated with cross-functional teams to ensure technical feasibility and seamless implementation of gamified projects. Acquired hands-on experience in prototyping innovative e-learning solutions, optimizing content delivery, and enhancing user engagement.

Volunteer at Indian Development Foundation (IDF): June 9 – July 8, 2023

Conducted and participated in food donation drives for leprosy-affected patients and their families, demonstrating team effort and a commitment to social good. I wrote a thesis on methods of improving educational quality for underprivileged children.

Certifications & Publications

Research Paper - “Securing the Software Development Lifecycle (SDLC) in Cloud Environments: A DevSecOps Perspective”, presented at the International Conference on Computer Science and Communication Engineering, May 2025.

Certified in Cybersecurity - ISC2 certification for Cybersecurity fundamentals

Prompt Engineering - Course by Vanderbilt University on Coursera teaching methods and techniques to efficiently use LLMs.

Core Skills

Technical Skills - C#, C++, Python, Unity, Game Development, XR/VR Development, AI/ML, Computer Vision, Web Development (HTML, CSS, JavaScript), Git/GitHub, Debugging, Video Editing (Camtasia), Gamified Learning

Soft Skills - Team Leadership, Communication, Story & Level Design, Technical Documentation, Project Management, Collaboration, Content Writing, Creative Problem Solving, Technical Documentation, Adaptability

Achievements

Finalist – Cyber Cipher 3.0 Hackathon, NMIMS (2023)

Designed and developed a **Hospital Booking Website** frontend with appointment booking, online consultation, prescription features, and a Google Maps API-based pharmacy locator - all built within 18 hours.