

Skills

Unreal Engine



CAD/CAM



Python



Blender



HTML



ABB Robotstudio



Matlab



CNC



Java



C++



Ansys



Electro Pneumatics



Festo Fluidsim



SCADA & PLC Simatic



Certifications

Design simulation using ANSYS
ISIEINDIA

**Design, Manufacturing & Testing
of Electric Solar Vehicle**
ISIEINDIA

**Designing and Developing Go Kart
Chassis**
ISIEINDIA

Summary

Hi, I'm Akshay, a Mechatronics and Automation student with a passion for technology and innovation. I've developed a strong foundation in programming and automation software such as Python, Java, ABB robotstudio, blender, solidworks, unreal engine 5. In addition to my technical skills, I'm a quick learner with a strong work ethic and excellent problem-solving abilities. Outside of academics, I'm an avid reader and enjoy keeping up with the latest developments in the tech industry.

Education

Lions English School	April 2019 - May 2021
Science	Higher Secondary
12th	
Vellore Institution of technology Chennai	August 2021-2025
Btech Mechatronics and Automation	Bachelor
8.25 CGPA	

Experience

Akiyam Solution	2023-07-17 - 2024-01-15
VFX, Character development and Graphic designing intern	
🌐 https://www.akiyam.in/	
I worked here as an intern in VFX department mainly but i have also gained know and experience in character development and graphic designing as well. We used unreal engine for creating the cinematics and i have also learned iclone and as well as character creator 4 for creating animations for same.	
Electro Eco Mobility	September-October 2023
Intern	Vapi, Gujrat
🌐 https://electroecomobility.com	
During my internship at Electro Eco Mobility, I actively contributed to the development of eco-friendly transportation solutions. Working closely with the engineering teams, I gained hands-on experience in the design and assembly of electric vehicles. The company's commitment to sustainability and positive community impact left a lasting impression on me. This internship provided invaluable insights into the dynamic field of electric mobility, fostering my growth as a professional in the industry.	

Complete Blender creator

Udemy

<https://ude.my/UC-4cf253a4-066b-4c10-8905-6446b7cf8ebd>

Complete C++

Udemy

<https://ude.my/UC-ac4b51be-adfb-47ea-9fc5-ba7931de88db>

PLC Programing

Alison Courses

<http://tinyurl.com/alisoncerti>

AWS Summit

Amazon Web Service

<http://tinyurl.com/amazonwserv>

Publications

Analysis of Nutrient Uptake

Efficiency and Plant Growth

Yet to be published

Languages

English

Proficient

Hindi

Fluent

Kannada

Intermediate

Skolar

Business Development Intern

August 2023

Bengaluru

During my internship at Skolar, a EdTech company, I actively contributed to the creation of engaging online courses and collaborated with the marketing team to promote educational offerings. The experience provided valuable insights into the impactful world of educational technology. The collaborative and innovative work culture at Skolar not only enhanced my professional skills but also fueled my passion for contributing to the evolution of online education.

Game Development

Member

Worked collaboratively in a game development club for over a year, contributing to multiple projects. Responsibilities included concept development, programming, asset integration, playtesting, debugging, and organizing events.

GDSC

Event organising member

I was one of the member to organise GDSC WOW event in VIT Chennai. It was great experiance which helped me with coordinating logistics, securing sponsorships, and developing engaging content. Successfully attracted participants, received positive feedback, and established partnerships with tech companies.

Projects

pneumatic Gripper using Compliant Mechanism

The compliant grippers are useful for high accuracy grasping of small objects with adaptive control of contact points along the active surfaces - of the fingers. We are integrating this gripper with a pneumatic controller kit to control the actions which we want the gripper to make.

Animal Posture Estimation in ADAS for car

We aim to develop a real-time animal posture estimation system for Advanced Driver-Assistance Systems (ADAS) using OpenCV and MediaPipe as well some libraries like NumPy or tensorflow. Where the system will leverage computer vision techniques and deep learning algorithms to detect and classify animal postures directly from live camera feeds.

Robot Simulation

Simulation of 3 DOF of a JCB arm using matlab simulink where we can analyse its strength weakness and all the essentials that are needed. And also did some Weld and pick & place the object conveyor belt using ABB Robotstudio

Game Development

Created a multiplayer game in Unreal Engine enabling up to 20 players to engage in online gameplay. Furthermore, created many lifelike cinematic sequences and visual effects like snowstorm, lightning,etc.