# TANISH PATIL

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in LinkedIn

○ Github

## PROJECTS

### Star Wars Cinematic (Unreal Engine)

- Created a real-time cinematic sequence in Unreal Engine using Sequencer to block shots, animate cameras, and control timing.
- Designed and dressed a Star Wars–inspired environment, focusing on scene composition, scale, and visual readability.
- Implemented cinematic camera setups (camera movement, framing, focal length) to achieve film-style shots.
- Worked with real-time lighting and post-processing to establish mood while maintaining performance.
- Gained hands-on experience with Unreal's rendering pipeline, asset integration, and scene optimization.

### Intelligent SMS Categorization System (ML | NLP)

- Developed a multi-class SMS classification system to categorize messages into Personal, Transactional, Promotional, Star, and Spam categories.
- Implemented an NLP pipeline with text preprocessing and TF-IDF feature extraction, and trained models using Naive Bayes, Logistic Regression, Decision Trees, and SVM.
- Improved inbox organization by prioritizing critical messages (e.g., OTPs, bank alerts) while filtering spam and promotions.

## EDUCATION

**INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY, PUNE**
**June 2023 - Present**

- BE Information Technology

**DAV PUBLIC SCHOOL, PUNE**
**Jun 2021 - May 2023**

- Senior Secondary Education

## SKILLS

- Video Game Development
- Game Design
- Unreal Engine 5
- C++
- Machine Learning
- HTML CSS