Avinav Priyadarshi

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Education

SRM Institute of Science and Technology — *Chennai*
B.Tech. in Computer Science and Engineering (Gaming Technology) — *July 2024 – Present*

Amicus International School — *Gujarat*
Associate's in Liberal Arts — *Aug 2022 – May 2024*

Personal Projects

Image Caption Generator — *June 2025*
https://github.com/avinav2401/Image-$_c$*aption* $-_g$ *enerator.git*

- Built a deep learning model that generates natural language captions for images using Flickr8k dataset.
- Tools & technologies used: Python, TensorFlow, Keras, CNN, LSTM, Flickr8k, Google Colab.
- Preprocessed the Flickr8k dataset by cleaning captions, tokenizing words, and mapping them to image features.
- Extracted image features using a pre-trained CNN model (InceptionV3) and combined them with text embeddings.
- Constructed and trained an encoder-decoder architecture (CNN + LSTM) that achieved a BLEU-1 score of **0.62** and BLEU-4 score of **0.31** on validation data.
- Reduced training time by **30%** using transfer learning and Google Colab GPU acceleration.

Grab And Go — *March 2024*

- Engineered a full-stack MERN (MongoDB, Express, React, Node.js) application with TypeScript to serve a campus of **6,000+ students**.
- Developed a secure RESTful API with endpoints for user, restaurant, and order management, protecting routes with JWT-based authentication via Auth0.
- Implemented core features including dynamic menu browsing, a multi-step checkout process with Stripe for payments, and real-time order status tracking.
- Integrated with third-party services like Cloudinary for efficient cloud-based image hosting and management.

Save the Fish (Unity Game) — *2024*

- Designed and developed a 2D game **"Save the Fish"** in **Unity**, implementing gameplay mechanics, UI interactions, and animation.
- Built reusable game objects, scripted character movement, and integrated physics-based puzzles.

3D Modeling Projects (Blender) — *2024*

- Modeled and textured **3D assets** including a **spaceship** and a **female character model** in Blender.
- Applied lighting, materials, and rigging to create realistic animations.
- Exported models into Unity for interactive use in small demo projects.

Technical Skills and Interests

Languages	C++, Java, HTML, JavaScript, TypeScript, C, Python, C#
Machine Learning	TensorFlow, CNN, RNN, LSTM, PIL (Python Imaging Library / Pillow), NumPy
Frontend	JavaScript, React.js, CSS, Tailwind CSS
Backend	Express, Node.js, RESTful API
Developer Tools	VS Code, GitHub, Git, Google Colab
Areas of Interest	Web Development, Data Structures and Algorithms, Deep Learning, NLP

Achievements

- Completed **Unity Junior Programmer Pathway**, gaining hands-on experience in game development fundamentals.
- Participated in a **Snapchat Lens Studio workshop** and successfully created interactive AR lenses.