

# DHRUV SHARMA

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## OBJECTIVE

Innovative mobile app and game developer with a strong passion for AI and Machine Learning. Eager to create impactful digital experiences by combining technology, creativity, and data-driven thinking.

## EDUCATION

### Bachelor of Technology, Computer Science

*JK Lakshmipat University*

2022 - Ongoing

*Jaipur, Rajasthan*

CGPA: 7.7

**Courses:** Data Structures, Design and Analysis of Algorithms, Database Management System, Computer Networks, Operating System, Machine Learning, Game Development, Artificial Intelligence, IOT, Designing

### Senior Secondary Education

*Cambridge Court High School*

2010-2022

*Jaipur, Rajasthan*

10th Grade: 80.8%

12th Grade: 80%

## SKILLS

**Technical Skills :** C, C++, Dart, Flutter, Java, Unreal Engine, Blender, Figma, Git, Python, MySQL

**Languages :** English, Hindi

## EXPERIENCE

### Software Development Intern

*Aunwsha Knowledge Technologies Pvt. Ltd.*

May 2024 - June 2024

*Kolkata, West Bengal*

- Extracted text and metadata from AutoCAD (.dwg, .pdf) files using OCR tools like Aspose.CAD and Cloudmersive.
- Developed a Lucene-based system for indexing and searching technical content in DWG files.
- Created a Java Swing GUI for file browsing and data extraction.
- Exported extracted data to Excel using Apache POI for further analysis.

**Technologies Used:** Java, Java Swing, Apache Lucene, Apache POI, OCR Tools (Aspose.CAD, CloudOCR), GroupDocs.Viewer

## PROJECTS

### Multi-Class Abnormality Classification [Link](#)

**Tools:** Python, Machine Learning Models

Participated in the Capsule Vision 2024 Challenge, where we developed a multi-class abnormality classification model for endoscopy images using Vision Transformers and ResNet. Achieved 7th place out of numerous teams. Gained hands-on experience in biomedical image analysis and machine learning techniques.

### DTIX – Decentralized Ticketing App [Link](#)

**Tools:** Vite, React, Html, CSS, MongoDB, MoonPay

Created a blockchain-based ticketing platform using Vite + React that allows users to buy, resell, and auction event tickets as NFTs. The app ensures ticket authenticity, prevents fraud, and enables secure peer-to-peer transfers. Placed 4th at HackJKLU v4.0 and 6th at Code Hive, IIT Delhi.

### Accident Detection System

**Tools:** Python, Jetson Nano, SQLite, Jetson Camera, YOLO

Built an accident detection system using Jetson Nano and a camera. It used a trained AI model to spot accidents in live video and lit up indicator lights when one was detected. This project focused on using real-time video and AI to improve safety through quick alerts.

### Expense Planner

**Tools:** Dart, Flutter, MySQL

Created a simple and user-friendly expense planner app using Flutter. It helps users track their spending, manage budgets, and view their expenses in a clean, organized way.

### Escape the Maze

**Tools:** Unreal Engine, Blender

Developed an open-world game inspired by the Maze Runner movie using Unreal Engine. The game features dynamic environments and immersive gameplay where players navigate through challenges and escape an ever-changing maze.