HARSHIT TRIVEDI

AI/ML undergraduate specializing in **Unity-based Android game engineering, applied machine learning, and backend web systems**. Proven ability to design **real-time 3D simulations, computer vision pipelines, and REST-driven production platforms**. Targeting entry-level roles in **Game Development, AI Engineering, or Software Development**.

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Core Skills & Technologies

- **Programming:** Python, JavaScript, HTML, CSS, C#
- **Machine Learning:** TensorFlow, PyTorch, Scikit-learn, Pandas, NumPy, OpenCV
- **Web Technologies:** FastAPI, MongoDB, REST APIs, Bootstrap, JSON
- **Game Engines:** Unity Engine, Unreal Engine 5
- **3D Tools:** Blender, Blueprints
- **Data Processing:** Data Cleaning, EDA, Feature Engineering
- **Visualization:** Tableau, Dashboards
- **Tools:** Git, GitHub, VS Code, Jupyter
- **Operating Systems:** Windows, Linux (Ubuntu)

Internships & Industry Experience

Game Development Intern
Zetpeak, Bengaluru | Aug 2025 – Nov 2025

- Engineered a **mobile-optimized 3D car racing game in Unity** sustaining **60 FPS** on mid-range Android devices.
- Architected a **WheelCollider-based vehicle physics system** with precise acceleration, braking, suspension, and drift control.
- Assembled **Free-roam and circuit modes** across a **2+ km open-world map** with in-game advertising elements.
- Devised an **AI waypoint navigation framework** enabling autonomous steering, speed management, and lap-based racing.
- Implemented **touch-driven mobile UI systems** (HUD, lap counter, menus) increasing gameplay usability by **40%**.
- Minimized **APK size by 35%** using texture compression, baked lighting, mesh decimation, and shader optimization.
- Curated and imported **25+ production-ready 3D assets** from verified asset repositories.
- Validated builds across **5+ physical Android devices** using real-device profiling and debugging.

1M1B Green Internship Program (AICTE & Salesforce Supported)
1M1B Foundation

- Completed formal training in **design thinking for sustainability** and **Tableau-based data visualization**.
- Co-designed an **AI-assisted system for wind turbine site selection and layout optimization**.
- Interpreted **environmental and wind-speed datasets** to improve turbine placement accuracy by **30%**.
- Constructed a **real-time Tableau dashboard** for analytical reporting and decision support.
- Streamlined **renewable energy feasibility analysis**, reducing manual effort by **50%**.

Key Projects

1. 3D Racing Game with AI Bots (Unreal Engine 5)
Programmed a 3D racing system with **5+ AI-controlled vehicles**, physics-driven drifting, and collision handling; accelerated runtime performance by **30%** using LOD and level streaming.

2. E-Commerce Web Application (FastAPI + MongoDB)
Developed a scalable shopping platform for **200+ users** with JWT authentication, real-time cart workflows, and **15+ REST API endpoints**.

3. Facial Recognition Attendance System
Engineered a face recognition pipeline using **OpenCV and LBPH** achieving **92% accuracy** across **30+ subjects**.

4. Classic Snake Game (Python)
Implemented a standalone Snake game with progressive difficulty scaling, collision logic, and executable packaging.

Achievements

- NCC **'A' and 'B' Certificates** for leadership and discipline.
- Maintained consistent academic performance with **7.5+ CGPA**.
- Published and maintained **5+ complete software and game projects** on GitHub.

Certifications

- Improve Communication with Genial.ly – Coursera (2025)
- Business Writing – University of Colorado Boulder (Coursera)
- Essentials for English Speeches and Presentations – Peking University
- Cisco Python Essentials 1 & 2 – Cisco Networking Academy

Education

Bachelor of Technology in Artificial Intelligence and Machine Learning
Garden City University, Bengaluru
Expected Graduation: May 2026 | CGPA: 8.3/10

Senior Secondary (CBSE – PCM)
Sainik School Tilaiya, Jharkhand | 87.6%