Jai Wats jaiwats@gmail.com | 0403891937 | https://linkedin.com/in/jai-wats-96a941233

Python/ Huggin Face/ Data Munging/ AI/ Pandas/ Numpy/ C#/ Unity

Masters of Applied Artificial Intelligence student. Can help your company implement smart AI solutions.

Skills and Capabilities

- Languages: Python, C#, JavaScript, C++
- Python: Pandas, Numpy, Scipy
- AI tools: Hugging Face, TensorFlow, Jupiter notebook
- Applied Agentic AI
- Gen AI model creation
- Azure ML Services
- SQL
- CSS and HTML

- GitHub
- Game Dev Tools: Unity, Unreal Engine, Blender
- Unity: VR Development, URP, Voce based AI integration
- Unreal Engine: Blueprint creation, AI manufacturing, Optimizing systems
- Blender: Model creation, (BPY)Blender python plugin development

Education & Certification

- Bachelor of IT (Specialisation VR)- *2022 to 2024*- Deakin University
- Certificate 4 in Game Design and Animation-*2019-2020*- AIE
- Masters of Applied Artificial Intelligence- *2024 to 2026(expected completion)* - Deakin University
- AI900 Microsoft Azure AI Fundamentals – 2025 – Microsoft

Projects

Redback Operations (Nov 2023 – July 2024)
VR Sun Cycle Smart Bike

The project integrates IoT-enabled hardware with VR technology, transforming a stationary bike into an immersive fitness system. Users navigate virtual environments via a VR headset, blending real-time physical input with gamified simulations. This system leverages sensor-driven data to enhance interactivity, offering a novel, tech-driven approach to indoor exercise and fitness optimization.

Responsibilities
- Developing the VR functionality using x, y and Z features o Unity
- Code configuration management on github
- Using C# to develop game mechanics

Technologies
- C# for Unity development
- Github as code versioning tool

Achievement
- Leading a team of 5 team leads and 30 developers