

Jayant Asudhani

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🎓 EDUCATION

Indian Institute of Information Technology Vadodara,
B.Tech in Information Technology 🔗
2020 – 2024 | Gandhinagar, Gujarat
B.Tech in Information Technology
CPI: 8.01/10.0

Airport School Ahmedabad 🔗
2019 | Ahmedabad, Gujarat
Class XII Percentage: 77.8%
Max. Score: 97/100 in CS
Class X (2017): 10.0/10.0

📚 COURSEWORK

Data Structure and Algorithm
Object Oriented Programming (OOPS)
Software Engineering
Database Management System (DBMS)
Operating System (OS)
Web Technology
Computer Networking

🧠 SKILLS

PROGRAMMING LANGUAGES:
C++, C, C#, Java, SQL

Tools and Framework
Unity Engine ,Vuforia, GitHub ,React, Node JS, Rest API

Database
Firebase, MySQL, Mongo DB

SOFT SKILLS:
Leadership, Interpersonal skills, Creativity, Teamwork, Critical Thinking

🏠 POSITIONS

Wiingy, Tutor 🔗
April 2023 – present

Conducted individualized tutoring sessions covering subjects such as C#, Unity 3D, etc.

Google Developer Student Club IIITV, AR-VR Lead
August 2022 – August 2023

Led AR-VR workshops, introduced students to immersive development, and guided their exploration in this emerging field.

IIIT Vadodara, Teaching Assistant
December 2022 – March 2023

Conducted programming labs and provided student support by addressing doubts and queries.

💼 PROFESSIONAL EXPERIENCE

Siemens, SDE Intern 🔗

May 2023 – July 2023 | Bangalore, India

- Built perpetual simulation using **Unity** to enhance ML model learning, replacing costly real-world testing with simulated environments.
- Established real-time API integration (**avg. response time <100ms**) between Unity and web app using **Node**.
- Leveraged **MongoDB's** scalability and robustness to handle large datasets, facilitating seamless data management for the ongoing two-way learning between the simulation and ML models.

Secernate Games, Game Programmer

March 2023 – May 2023

- Worked in a team of two to successfully develop "**The Assailant's Arrival** 🔗", a story mode game from scratch in 2 months.
- Developed engaging cutscenes, comprehensive player movement mechanics, and immersive sound using **Unity 3D, C# and Murf AI**.
- Achieved a **bug fix rate of 90%** through thorough regression testing and conducted alpha testing to ensure a stable and high-quality game.

📁 PROJECTS

AuG-Labs 🔗

- A single-platform android solution for conducting multiple AR lab experiments made using **Unity 3D and C#**.
- Implemented a login and registration system using **Firebase** for user authentication and data management and .
- Utilized **Vuforia SDK** to scan the ground plane and spawn lab setups in the real world using the mobile camera.
- Provided step-by-step instructions for performing laboratory experiments along with summaries and results for a complete learning experience including **1D collision of Cars, Brown-Ring test, and Law of Reflection**.

Top 4 Technology Used: Unity3D, Firebase, Vuforia, Blender

🔬 RESEARCH

Augmented Reality Research Internship, under Dr. Pramit Mazumdar

- Led the development of **smartphone-integrated augmented laboratories** 🔗 as an alternative to physical labs
- Surveyed students showed an **85% preference for AR labs** over physical labs, confirming the effectiveness of the integrated approach.
- The research paper got **accepted in IEEE R10 Humanitarian Technology Conference 2023**

Inter-relationships of Indian Languages, under Dr. Pratik Shah

- Exploring the Inter-relationships of Indian Languages **Based on Regional Influences**
- Explored **Gram Probability Distribution** to analyze language correlations.