

Lakshay Bhushan

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EDUCATION

- **Indraprastha Institute of Information Technology (IIIT Delhi)** New Delhi, Delhi
B.Tech in Computer Science and Social Sciences 2021 - Present

RELEVANT COURSEWORK:

Computer Science: Data Structures & Algorithms, Analysis & Design of Algorithms, Advanced Programming (OOPS), Operating Systems, Database Management Systems, Human-Computer Interaction, Semantic Web, Computing for Medicine

Cognitive Science: Neuroscience of Decision Making, Learning & Memory, Attention & Perception

Design: User Experience Design of XR, 3D Creation for Extend Reality

EXPERIENCE

- **Knowledgeable Computing and Reasoning Lab** Jan 2024 - Present
Undergraduate Student Researcher
 - Conducting research under the guidance of Dr. Raghava Mutharaju (IIIT Delhi) and Dr. Cogan Shimizu (Wright State University) on a project aimed at evaluating ontology quality.
 - Developing metrics for ontology assessment, emphasizing empirical validation and improvement of quality standards.
- **HeydoTech** Nov 2023 - Jan 2024
Frontend Developer Intern
 - Developed the user interface for **wa.ai** (WhatsApp AI chatbot SaaS), covering admin dashboard, landing page, API integration, and authentication, using **Next.js**, **TypeScript**, and **Tailwind CSS**.
 - Created a desktop dashboard GUI for **AutoMate** using Python's **customTkinter** library to facilitate dynamic input field generation from MongoDB backend responses.
 - Designed & developed the official landing page for **HeydoTech** using **Framer**.

SKILLS

- **Languages:** Python, C++, C#, Java, SQL, SPARQL, JavaScript, TypeScript
- **Frameworks/Libraries:** Next.js, React, Vue.js, Tailwind CSS, Jupyter Notebook, LibGDX, Vuforia, ARCore, Git, GitHub, Plastic SCM, Protégé
- **Design Tools:** Unity, Figma, Framer, Blender, Adobe Photoshop | Illustrator

PROJECTS

- **KalaKunj** | *Traditional Indian Art Showcase in AR* — [GitHub](#) 2024
 - Developed an **Android** AR app showcasing India's traditional arts, using **Unity Vuforia SDK** for AR, 3D map of India created in **Blender**, UI design from **Figma**, and a multilingual AI chatbot powered by **OpenAI API** to answer user queries.
- **voyageVR** | *End Traveller Focused VR Tourism* — [GitHub](#) 2023
 - A VR prototype project for VoyageHacks hackathon, utilizing **Unity** and **C#** to enable immersive world exploration through a 3D environment dynamically generated with the **Google Map Photorealistic Tiles**, **Cesium Ion API** and **Meta SDK**.
- **Urlify.** | *A super simple URL shortener* — [Deployed Instance](#) 2023
 - A simple full-stack link shortener made using **Nuxtjs** backed with **Supabase**. The project uses NuxtJS's serverless functions to create customizable shortened links with **nanoid** that redirect to longer, more complex URLs with user authentication.
- **TankStars** | *A desktop game clone of Tank Stars* — [GitHub](#) 2022
 - A simple desktop game of shooting tanks implemented using **Java's** game development framework – **LibGDX** with UI crafted using **Figma**.

POSITIONS OF RESPONSIBILITY

- **TEDxIIITD** | *Executive Committee Member*

- Designed and implemented visual branding elements for TEDxIIITD 2023, ensuring a cohesive and engaging aesthetic across promotional materials and event presentations.

- **E-Summit IIITD** | *Creatives Team lead*

- Led creatives team for E-Summit IIITD 2023, ensuring high-quality event organization and design leadership.
- Managed team dynamics effectively, focusing on design excellence and maintaining standards throughout the event.

- **E-Cell IIITD** | *Head of Design at E-Cell IIITD*

- Directed the design aspects for a variety of events at E-Cell IIITD, demonstrating strong leadership, team management, and a commitment to delivering top-quality designs.

ACHIEVEMENTS

- Winner at Voyagehacks Hackathon (2023 - 2024) by tbo.com and received a cash prize of **₹5 Lakhs (\$6000+)**
- Runner-Up at DevHaven Hackathon by BYLD IIITD (2024)