

Sarthak Jadoun

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Education

ABES Institute of Technology

Aug 2020 – Jul 2024

B.Tech in Computer Science and Engineering (Artificial Intelligence)

- GPA: 7.52
- **Coursework:** Data Structure, Computer Architecture, Learning Algorithms, Computer Networks, Operating Systems.

Experience

Unity Developer

Noida, Uttar Pradesh

Abhiwan Technology

Aug 2024 – present

- Acquired in-depth knowledge of real-world game development processes, including close collaboration with managers, QA, and graphics teams to ensure smooth production pipelines.
- Gained practical experience with multiplayer networking using Photon Fusion 2, designing and implementing seamless, real-time synchronized gameplay for EduVR projects.
- Spearheaded development on a VR-based project, integrating immersive VR features and optimizing performance and usability across various environments (e.g., Oculus).
- Contributed to a metaverse project involving the integration and upload of multiple 3D models into a shared virtual space.
- Gained hands-on experience working with GitHub for version control, collaboration, and code management.

AI - ML Intern

Ghaziabad, Uttar Pradesh

Global Infoventures

Oct 2022 – Jul 2023

- Good understanding of core computing concepts and AI/ML algorithms, with hands-on experience in implementation. Focused on applying these skills to develop practical, innovative projects.
- Working on projects like PPE Violation Detection, Motion Detection using YOLO V7, Docker and software's like Roboflow.
- Learn to identify issues and to resolve them using logical approaches, working in teams and many more.
- Worked extensively with NVIDIA DGX A100 server for high-performance computing (HPC) and AI model training.

Projects

EDUVR Game

- Developing and customizing an Educational VR game, enabling students to interact with virtual objects to learn, with interactive UI, engaging graphics, and dynamic designs to enhance the educational experience
- Implemented Photon Fusion multiplayer, allowing multiple students to join the VR environment and interact in real-time, promoting collaborative learning.
- Integrated interactive UI elements that appear on object click, displaying educational content and detailed information to aid in the learning process.

Car Racing Game

- Developed a 3D car racing game using Unity, featuring realistic physics, dynamic environments, and smooth, responsive vehicle controls.
- Implemented core gameplay systems such as lap tracking, collision detection, and power-up mechanics to create engaging races.
- Optimized game performance through asset management, level-of-detail (LOD) techniques, and efficient C scripting practices.

Tourism Website



- Tourism web application is inspired by Makemytrip. Here a user can sign in and guest functionality of the project.
- In the website there are different web pages for different personalities like adventure, wildlife, monuments, cultural sites.
- Tools Used: HTML, CSS, JavaScript

Electricity Billing System



- Designed and developed a Java-based electricity billing system to automate bill generation and record-keeping.
- Tools Used: Java, SQL.

Motion Detection

- The main idea applied is to compare intensity value of each pixel of frames of video with the first frame that is static.
- This python program will allow you to detect motion and also send mail to the user about motion detection captured on the site.
- Tools Used: Python

Skills

Languages: Unity, Java, C, C#, C++, Python, SQL, HTML, CSS, JavaScript.

Technologies: Git, Microsoft SQL Server, Unity 3D.

Hobbies

- Reading Books
- Listening Music
- Playing Games