

Siddhant Vashisth

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❖ Professional Summary

Innovative and self-driven engineering student with expertise in Java-based Android development and immersive technologies including AR/VR/XR. Experienced in leading technical projects, managing cross-functional teams, and delivering creative solutions using tools like Unity, Blender, and Firebase. Actively seeking opportunities to apply my skills in real-world applications and contribute to impactful software development projects.

❖ Skills

- **Programming Languages** - Java, Kotlin, Python, C++, C, HTML, CSS, MySQL
- **Tools & Platforms** - Android Studio, Firebase, Unity, Blender, Vuforia, Figma
- **Expertise** - App Development, AR/VR/XR, UI/UX, 3D Modeling, AI Integration, Creative Design
- **Soft Skills** - Leadership, Communication, Problem Solving, Team Management
- **Languages** - Fluent in English and Hindi

❖ Education

- **Bachelor of Technology** – Jaypee University of Engineering and Technology (2023–2027)
CGPA: 7.95
- **Winner of University Ideathon** (1st place)
- **Finalist in SBI CYI Hackathon** (Top 100)
- **Qualified for Round 2** - All India XR Creators Hackathon
- **Selected for Bhopal Vigyan Mela** (Govt. of India)
- **Research paper** on Library Sciences presented at JUET International Conference; Certified for authorship.
- **Internship** at Skill Desire

❖ Certifications

- **Infosys C/C++ Foundation Course** – Infosys Springboard (Feb 2024)
- **Advanced HTML & CSS** – Infosys Springboard (Sept 2024)

❖ Extra-Curricular & Leadership

- **Coordinator:** VRARMR Club, Bitwise Coding Club, Mozilla Club, NSS Club
- **JYC Drama Wing:** Performer & Coordinator
- **TACHYON (Tech Fest):** Organizing team and VRARMR Club representative
- **Hackathon Certificate :** HACKTRON, University | Competed in coding challenges.
- **ICMME Poster Making Certificate :** Awarded for creative and immersive idea.
- **Tech Event Certificates :** Participated in various technical events.

❖ Projects

- **ARound You** – AR Social App: Multi-device location-based AR app enabling real-time user interaction and geo-tagged 3D memory sharing (Android Studio, Firebase, ARCore).
- **CampusFlow** – University app enabling role-based access for booking rooms and managing events, built with Java, Android Studio, Firebase, and Figma
- **Dare Tiles** – AR Challenge Game: Scans real-world objects to trigger dares in an AR environment (Unity, Blender, Vuforia, AR Kit).
- **AR Hunt** – AR Treasure Hunt: Puzzle-based AR game using real-world markers and C# scripting (Unity, Blender, Vuforia).
- **HomeRental** – Property rental app for listings and tenant management built with Java, Android Studio, Firebase.