

Vishruth Meda

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Education

University of Texas at Austin

May 2028

Freshman in CS

- Texas Research Association (TRA): Medical AI Team

Courses

Finance Wizard Startup

Aug 2025 – Present

Intern

- Working on a startup with a lead financial analyst at AT&T and being mentored by Microsoft researchers to develop a financial wizard application targeted towards educating finance to students from K-12.
- Currently developing a mobile port for the web-based application in Xcode and Swift, utilizing firebase, git, and swift UI to do so, making the application more accessible to a wider userbase.

Game Dev Enemy AI Research

Aug 2024 – May 2025

ISM Selected Student

- Researched the use of AI in game development in a mentorship with a UTD professor to make enemies with human senses, reasoning, and logic through behavioral trees and enemy senses system in UE5 with C++ and blueprints.
- Built Unreal Engine motion matching models alongside learning agents for procedural animation and multi agent systems.

UTD AI Deep Dive Workshop

Jun 2024 – Aug 2024

Student

- Learned python libraries such as TensorFlow, PyTorch, pandas, sklearn, seaborn, and matplotlib, to effectively cleanse, replace, analyze, visualize, and utilize data for training and building AI Models.
- Learned many different types of AI models such as LSTMS, LLMS, MLPs, CNNs, Transformers, along with crucial information on Neural Networks, Gradient Descents, Regression, Loss functions, and Neural Layers.

American Sign Language Translator

Jul 2024 – Sep 2024

Team Lead

- Placed top 15 out of 48+ projects submitted as the final project for AI Deep Dive.
- Developed an MLP model with 97% accuracy that uses media pipe landmarks from OpenCV webcam to detect ASL hand gestures for alphabets and phrases, allowing people who know ASL to communicate with people who do not.
- Collected, analyzed, and cleaned all data for the model on my own.

Bastion of the Artifact

Aug 2023 – Apr 2024

Team Lead / Game Dev

- Worked with a team of 10 developers through SDLC to design a 3d Unreal Engine game in an Agile workshop with C++.
- Worked on the movement, weapon, and gameplay loop systems, collaborating with group members to enhance and add new functionality such as elemental weapons, wave spawning, enemy AI, and Inventory.

Volunteering and Work

Big Blue Swim School & Lifetime Fitness

Apr 2024 – May 2025

Swim Instructor / Lifeguard / Front Desk

Frisco, TX

- Developing positive relationships with kids and parents, while communicating effectively in a fast-paced environment.
- Managing customer accounts, balances, lessons, and trials while also providing customer service through calls, in-person, and tickets.
- Guard over multiple pools, slides, and hot tubs, performing safety walks and PH checks every 30 minutes.

P1 Games

Feb 2024 – May 2025

Game Developer Volunteer

Frisco, TX

- Working with various other volunteers who were game developers, artists, animators, and graphic designers to make and contribute to various game development projects and game jams.

Skills

Languages / Tools: Java, Python, Swift, C++, UE5, UE4 / React, Firebase, Git, Pandas, TensorFlow, Nodejs, Xcode, VS

Certifications: Certiport IT Specialist: AI, Java, C#, SWE, Data Analytics

Courses: Harvard CS50x, CS50AI, GD50, MIT 6.S191, FreeCodeCamp Web Development