

# Vishruth Meda

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## Education

<b>University of Texas at Austin</b> <i>Freshman in CS</i>	<b>May 2028</b>
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- Texas Research Association (TRA): Medical AI Team

## Courses

<b>Finance Wizard Startup Intern</b>	<b>Aug 2025 – Present</b>
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- 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.

<b>Game Dev Enemy AI Research ISM Selected Student</b>	<b>Aug 2024 – May 2025</b>
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- 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.

<b>UTD AI Deep Dive Workshop Student</b>	<b>Jun 2024 – Aug 2024</b>
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- 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.

<b>American Sign Language Translator Team Lead</b>	<b>Jul 2024 – Sep 2024</b>
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- 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.

<b>Bastion of the Artifact Team Lead / Game Dev</b>	<b>Aug 2023 – Apr 2024</b>
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- 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

<b>Big Blue Swim School &amp; Lifetime Fitness Swim Instructor / Lifeguard / Front Desk</b>	<b>Apr 2024 – May 2025</b>
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*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.

<b>P1 Games Game Developer Volunteer</b>	<b>Feb 2024 – May 2025</b>
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- 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