

Yashraj Gaikwad

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Skills

- C | C++ | C# | Java | JavaScript | HTML | CSS | PHP | SQL | MongoDB | PostgreSQL | Node | Express | MERN Stack | API Development | Data Analysis | Database Management | Git
- Unity Engine | Unreal Engine | Augmented Reality (Unity, ARCore, ARKit) | Mobile Development (Android) | Graphics and Design | Animation | AI for Games | Blueprints | Game Physics | Level Design | UI/UX Design
- Project Management | Software Development Lifecycle (SDLC) | Agile Methodologies | Object-Oriented Programming (OOP)

Experience

- Unreal Game Developer** Heartshot Entertainment LLC *St. Petersburg, FL, USA* **06/2024 - Current**
- **Feature Integration:** Design and implement new functionalities in a 3D mobile game using Unreal Engine, ensuring seamless integration with existing systems.
 - **Character Animation:** Develop high-quality character animations that enhance gameplay and align with the game's style and mechanics.
 - **UI Development:** Create intuitive and visually appealing game UIs, collaborating closely with UX designers to enhance user experience.
 - **Performance Optimization:** Employing optimization techniques to enhance game performance on mobile platforms, ensuring smooth gameplay across various devices.
- Web Developer** Tennessee Reading Research Center *Knoxville, TN, USA* **04/2024 - Current**
- **Full-Stack Web Development:** Design, build, and modify web applications using HTML, CSS, JavaScript, PHP, and SQL.
 - **eLearning Application Enhancement:** Collaborate with project managers and learning specialists to update and improve eLearning solutions.
 - **Cloud Management and Quality Assurance:** Manage cloud-based servers, maintain comprehensive documentation, and conduct quality assurance for live applications.
 - **Database Management:** Assisting in the management of database systems, including database design and optimization for efficient data storage and retrieval.
- Unity Game Developer** Goldon Studios *Pune, MH, India* **11/2021 - 03/2022**
- **NFT Integration:** Successfully integrated NFTs into an FPS-based multiplayer game through Solana blockchain technology, adding unique and valuable in-game assets for players.
 - **Cross-Platform UI Design:** Designing the game user-interface for both Android and desktop devices, ensuring accessibility and functionality across different platforms.
 - **Multiplayer Integration:** Implement multiplayer functionality using Photon PUN 2 within Unity, allowing seamless online gameplay experiences and real-time interactions for players
 - **Cut-scene Optimization:** Optimize character animations and cut-scenes within Unity and MFPS architecture to improve performance, employing techniques like animation compression and level of detail (LOD) systems.

Education

- Masters of Science** University of Tennessee *Knoxville, TN, USA* **08/2023 - 05/2025**
- Major in Computer Science
 - GPA : 3.3
- Bachelor of Science** Savitribai Phule Pune University *Pune, MH, India* **08/2018 - 05/2022**
- Major in Computer Science
 - GPA : 3.91

Projects

- **Multiplayer FPS Shooter Game | Unity, C#:** Implemented smooth character movement with 60 FPS performance and a 5 ms input delay. Managed player connections, maintaining 20-player concurrency with an 86% network connection rate. Synchronized leaderboards and immersive audio system with 5 ms load time.
- **Turn-Based Strategy Game | Unity, C#:** Integrated the A* algorithm for calculating the shortest path with an average pathfinding time of 2 milliseconds, ensuring over 96% of paths were optimal in complex scenarios.
- **Dungeon Master 2D | Unity 2D, C#, Android Platform:** Created 3 environments with Unity Tilemap, reducing loading times by 12%. Developed 5 animated characters at 60 FPS and integrated Unity Ads, increasing session duration by 14%.
- **Augmented Reality Furniture App | Unity, ARCore, ARKit, C#:** Achieved 40% conversion rate for placing furniture in AR environment. Developed accurate placement with a 10 cm alignment error and maintained a 10 ms app response time.
- **Intruder Detection System | OpenCV, Python:** Employed Haar Cascade Classifier for real-time facial recognition. Incorporated motion detection and an alarm system for real-time tracking and alerts.

Mentorship

- **Programming Events Mentor Coordinator (02/2019 - 03/2021):** Led technical events including hackathons, programming contests, and seminars. Promoted events through social media, posters, and email campaigns. Organized mentorship programs, connecting less experienced participants with seasoned coders to foster a collaborative learning environment.

Others

- **ACM Secretary (03/2019 - 06/2021):** Organized and promoted seminars and workshops on topics such as AI, ML, and Computer Vision. Fostered collaboration with other student organizations and academic departments to enhance event impact.
- **Football Captain:** Led the college football team to multiple first-place tournament finishes through strategic planning and teamwork. Represented the team in community events, promoting sportsmanship and team values.