YUVRAJ SHARMA

AI Research | XR Developer | Game Development

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Summary

I love building real-world solutions to real-world problems by working with the help of AI, mixed reality, and game development. Quite passionate about creating meaningful products, you'll always find me working in collaborative teams, pushing boundaries, and giving everything I've got to the work I do.

Experience

AI Intern, Embrizon Technologies – Hyderabad, India
06/2024 – 08/2024

- Contributed to AI-driven systems for embedded devices and low-cost automation.
- Introduced to Python Libraries and Frameworks.

Freelance, ArchDo – New Delhi, India
09/2024 – Ongoing

- Worked with teams active participation in hackathons and focused on real world applications and use cases.
- Explored full stack development with a focus on Web3 and XR.

Lead, TheEngineeRoom – New Delhi, India
01/2025 – Ongoing

- Led a college game dev community; organized 7+ workshops (Unity, Godot, Blender and parametric design).

Education

B.Tech in AI & ML
MRIIRS, Faridabad
08/2024 – 05/2027

CBSE (PCM)
Apeejay School
01/2009 – 05/2023

Achievements

- Finalist and winner in multiple Hackathons, actively participating in building real-world solutions through collaborative coding.
- Founded and led a college game development community, introducing peers to tools like Unity, Godot, and Blender through workshops with hands-on, industry-relevant training.
- Built strong professional networks through regular participation in industry meetups and active engagement in tech communities related to AI, AR/VR, and game development.
- Literacy Coordinator at Dr. OP Bhalla Foundation; led initiatives like Kaushal(IT skill training) and Margdarshan(career counseling) for government school students, grades 9-12.

Skills

- Blockchain, Mixed Reality, EMR, IAM, OOP
- C/C++, Python, Solidity, SQL, Oracle, PostgreSQL, PySql
- HTML, CSS, Three.js, React, JS, Angular, node.js
- TensorFlow, OpenCV, Dynamo, Pandas, Yolov8, Pytorch
- Unity, Unreal Engine, Blender 3D, Godot, Revit, Archicad, LensStudio, TwinMotion
- Git, GitHub, Firebase, Figma, Canva, Vercel, Azure

Certification

Google Drive Certificate

Projects

TerminalCraft Game   02/2025 – POC
A text-based Minecraft-like game with assembly-style interface. Tokenized for the Solana ecosystem. Try the live demo.

Cattle Classification System   01/2025 – Ongoing
Vision-based cattle identification using CNN

- Built a deep learning model using convolutional neural networks.