

Daksh Kulkarni

📞 (+91) 7718907372 ✉ dakshkulk04@gmail.com 🌐 daksh-kulkarni 🎮 DakshKulkarni 📁 Portfolio

SUMMARY

Junior Unity Developer with experience shipping 2D/3D and VR/XR titles in C#. Skilled in Prefabs, Rigidbody physics, Coroutines, Unity Animator, Meta All-in-1 SDK, and Agile workflows.

EDUCATION

- SRM University, AP** | *B.Tech, Computer Science* | **GPA: 8.3/10** Oct 2022 – May 2026
- 50% tuition scholarship for four years.
- University of California, Berkeley** | *Semester Abroad, CS* | **GPA: 3.9/4** Jan 2025 – May 2025
- SCET programme focused on innovation and startup culture; awarded 50% scholarship by SRM University.

TECHNICAL SKILLS

Programming Languages	C/C++, C#, Python, Bash Scripting, SQL, JavaScript, HTML, CSS
Unity & Game Dev	Unity 2D/3D, Prefabs, Rigidbody Physics, Coroutines, Unity Animator, Input System, UI Canvas
XR / AR / VR	Extended Reality, Meta All-in-1 SDK, XR Interaction Toolkit, Vuforia Engine, AR Foundation
Tools & Workflow	Git, GitHub, Unity Version Control, Agile/Scrum, Unity Profiler
Selected Coursework	Data Structures, Algorithms, Database Management, Operating Systems

WORK EXPERIENCE

- Software Engineer Intern** | *Visnet AI Tech* June 2026 – Present
- Building a Unity and C# room management tool for scanned 3D spaces, enabling users to inspect room models, spawn furniture, and customize wall materials for creative interior visualization.
- Unity Programmer** | *Adventales* Jan 2026 – June 2026
- Built Unity mini-games and core systems for *Lemonade Apocalypse*, contributing to a 27-ending version whose demo received 1,000+ positive playtester ratings.

LEADERSHIP

- Board Member** | *Next Tech Lab* | AP, India August 2024 – May 2026
- Collaborated on developer projects; hosted game jams and hackathons for 60–70 students in Game/XR development.

PROJECTS

- VR Carnival** | *Unity 3D* | *C#* | *Solidity* | *Kotlin* | *Meta All-in-1 SDK*
- Built 2–3 VR mini-games with Rigidbody physics, Prefab pooling, and UI Canvas controller interactions.
- ViewKia** | *Unity 3D* | *C#* | *Meta All-in-1 SDK*
- Multiplayer mixed-reality app spawning furniture in real time via voice input; used Gemini API for colour transitions.
- VR Puzzles** | *Unity 3D* | *C#* | *Meta All-in-1 SDK* | *EEG*
- Developed 3 VR puzzles designed to create confusion. Collected EEG data from 25+ participants for an ongoing research study.

PUBLICATIONS

- Book Publication at UC Berkeley** | *Author and Editorial Lead* May 2025
- Co-authored *A Guide for Future Founders* and led editorial team for content curation and manuscript formatting.
- Featured by SRM University AP** | *VR Puzzles project* Jan 2026
- Featured in official SRM AP article covering EEG-based VR research and pilot data outcomes.

RESEARCH

- Seed Grant – 50,000 INR**
- Secured grant for a VR project using EEG feedback to analyse user cognitive responses.
- Patent Publication**
- Filed and published a patent for the VR puzzle project in January 2026.