

# Aayush Chaudhary

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## Education

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**Dr D Y Patil Institute of Engineering Management and Research, Akurdi, Pune**

B.E. Artificial Intelligence and Data Science | CGPA: 8.45 | Savitribai Phule Pune University | Expected 2025

## Highlights

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- Secured All India Rank 6918 in GATE Data Science and AI
- Strong foundation in Machine Learning, Deep Learning, and Data Science
- Hands-on experience with PyTorch, TensorFlow, and Keras
- Proficient in Python, SQL, and various data analysis tools
- Proficient in Game Development with Unity Engine

## Internship Experience

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### Janvry Studio

*Aug 2023 - Present*

*Unity Developer and AI Programmer*

- Developing a couch zombie shooter MR game for Meta Quest 3 - Gameplay Programming, AI and gameplay systems
- Researched & delivered internal pipeline for Digital Influencer content creation

### Zippy Creative Studio

*Feb - Aug 2022*

*Gameplay & Systems Programmer*

- Worked on a mid-core game called House Paint and developed a Real Money Gaming redemption system with PayPal and Robux integration
- Gained experience in iOS game development
- Integrated KPI testing SDKs, analytics, and ads
- Collaborated with game designers to implement game features and mechanics

### Not So Professional Studio

*Jun - Nov 2021*

*Gameplay Programmer*

- Created and shipped multiple hyper-casual game prototypes using Unity and C#
- Tested games for multiple KPI tests
- Delivered quick prototypes for publishers: SuperSonic & CrazyGames

## Technical Skills

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**Languages:** Python, SQL, PL/SQL, C#, C++

**Frameworks:** PyTorch, TensorFlow, Keras, Flask, Unity

**Tools:** Pandas, Numpy, Scikit-learn, Seaborn, Matplotlib, MySQL, MongoDB

**Areas:** Machine Learning, Deep Learning, Neural Networks, Data Analytics, Data Science Computer Vision, Game Development

## Projects

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### Indian Bear Species Classifier

- Fine-tune a CNN (ResNet18) for identifying Indian Bear Species using Transfer Learning
- Utilized PyTorch and FastAI for model development and training. DuckDuckGo for image scraping

### Blue Zone Genetic Algorithm (Survival Simulation)

- Developed a genetic algorithm simulation for survival scenarios
- GitHub: [github.com/gamedevCloudy/BlueZone-Genetic-Algorithm](https://github.com/gamedevCloudy/BlueZone-Genetic-Algorithm)

### Fire Avoidance AI Simulation

- Used genetic algorithms to train agents to avoid fire
- GitHub: [github.com/gamedevCloudy/Fire-Avoidance-AI-Simulation](https://github.com/gamedevCloudy/Fire-Avoidance-AI-Simulation)

### SeeTara: Flask-based Quiz Platform

- Developed a full-stack quiz platform with CRUD operations, authentication, and admin panel
- Implemented leaderboards and analytics features

## Relevant Coursework

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- Machine Learning: Linear/Logistic Regression, Naive Bayes, Neural Networks, Collaborative Filtering
- Deep Learning: CNNs, RNNs, Transfer Learning, Computer Vision
- Data Structures and Algorithms: Graph Algorithms, Search Algorithms
- Database Management Systems: SQL, NoSQL, Data Modeling
- Data Analytics: Descriptive Statistics, Data Visualization, Feature Engineering