



Apoorva

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Education

Army Institute of Technology

Bachelor of Engineering in Automation & Robotics

July 2028

Pune, Maharashtra

Experience

Unity Developer

February 2026 – Present

KIDLOLAND KIDS & TODDLER GAMES PRIVATE LIMITED

- Develop educational games and Virtual Reality applications in Unity and C#, implementing gameplay, user-interface, animation, reusable interaction, device-specific, and rendering systems
- Integrate assets and production features with designers, artists, and developers while improving gameplay stability across target platforms

Projects

Smartphone Addiction Classifier | *Python, XGBoost, Scikit-learn, Optuna, Pandas, NumPy* | **GitHub**

- Built an end-to-end binary classification pipeline on **691K+ labelled samples**, incorporating schema validation, leakage-safe preprocessing, native missing-value handling, feature engineering, and reproducible stratified cross-validation
- Optimized XGBoost using **Optuna hyperparameter tuning**, L1/L2 regularization, and pruning, achieving a final **5-fold ROC-AUC of 0.964808 ± 0.000511** with consistent improvement across all validation folds

Mandate Ledger | *Node.js, Express, React, Gemini API, SQLite, Razorpay* | **GitHub**

- Built an AI-agent authorization and audit layer for Razorpay, enforcing explicit consent, scope restrictions, spend caps, expiry, and trusted product validation before payment execution
- Implemented a cryptographically linked **Intent** → **Cart** → **Payment** workflow with HMAC-verified Razorpay webhooks, reusable budgets, failure-safe payment retries, and end-to-end transaction traceability

Kitchen Management Game | *Unity, C#, Unity Input System*

- Developed a modular kitchen simulation featuring cooking workflows, recipe validation, order management, and food-state progression across raw, cooked, and burnt states
- Designed decoupled interaction systems using object-oriented programming for player actions, counters, containers, and contextual gameplay

LAN-Based Command and Control System | *React, Electron, Socket.IO*

- Developed a LAN-based desktop application for real-time communication, synchronization, and offline GIS-style map visualization
- Implemented Socket.IO networking for low-latency communication and presented the system at **STRIDE Defence Expo 2025**

Technical Skills

GenAI & AI Systems: Gemini API, LLM Tool Calling, AI Agents, Prompt Engineering, RAG Fundamentals, Ollama, Convai, ONNX / Unity AI Inference

Game Development & XR: Unity, C#, Gameplay Programming, Finite State Machines, Input System, Cinemachine, Animation Systems, AR/VR, Meta Quest

Machine Learning & Computer Vision: Python, Scikit-learn, NumPy, Pandas, Optuna, Model Evaluation, Hyperparameter Tuning, YOLO, Computer Vision

Backend & Web: Node.js, Express.js, REST APIs, WebSockets, React, Next.js, TypeScript, JavaScript

Databases & Tools: SQLite, Firebase, Git, GitHub, Docker, Postman

Leadership

Secretary, AR-VR Club

February 2026 – Present

Army Institute of Technology

- Lead AR/VR workshops, hackathons, technical sessions, and project showcases
- Coordinate technical events and mentor junior members in Unity, C#, and Virtual Reality

Achievements

- Secured 2nd place at the IIIT Delhi Game Jam in January 2025
- Selected as a finalist at the IIT Guwahati Game Jam
- Exhibited a LAN-based defence communication system at the Indian Army STRIDE Defence Expo 2025