

Animesh Sachan

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EDUCATION

University of California, Santa Barbara - Bachelor of Computer Science (September 2022 - June 2026)

CGPA: 3.85 out of 4.0 with **Dean's Honours**

SKILLS

Programming Languages: Python, C++, C#, PHP, Java, JavaScript, React, HTML, SQL, CSS, Next.js

Technologies: Git, Unity, VS Code, MySQL, AWS, Heroku, Docker, MS Office, Autodesk 3DS

Languages: English, Hindi

WORK

Software Engineering Intern - Event Staff App, LLC (April 2024 - Current)

- Integrated the Tripleseat API into the web app, automating event imports and account connectivity, increasing user engagement by 25%.
- Converted the web app into a Progressive Web App (PWA), reducing load times by 30% and introducing offline functionality, enhancing accessibility for clients.
- Restructured a database with 100,000+ records, eliminating redundancies and improving query performance by 40%.

Virtual Reality Research Assistant (September 2023 - December 2023)

- Contributed to VR accessibility research by developing an application that uses linear actuators to provide haptic feedback for individuals with disabilities.
- Identified three primary causes of sensory disconnect in VR through experimentation and testing, informing future haptic design improvements.

PROJECTS

Hackathons - SBHacks & GenAI Hackathon

- **SBHacks** - Built a full-stack desktop productivity app leveraging Google Cloud's NLP API and BERT for knowledge graph creation, increasing task focus by 20%. Designed an animated, interactive front end with a productivity-enhancing cursor-chasing cat. Awarded Best Beginner Hack.
- **GenAI Hackathon** - Developed an AI-powered gym app for exercise tracking and form improvement using video uploads. Implemented joint tracking and feedback mechanisms, enhancing exercise accuracy by roughly 15%. Secured 1st Place.

Discord Bot (Python | GitHub)

- Engineered a multi-functional Discord bot using Python, Heroku, Spotify API, YouTubeDL, MySQL, and MongoDB, enhancing server engagement and automation.
- Designed features including activity-based XP tracking with rank monitoring, and advanced music playback controls (play, pause, queue, skip) with real-time lyrics retrieval, supporting 500+ users across multiple servers.

Single Player FPS (Unity)

- Created a zombie-apocalypse-themed FPS game in Unity, with tailored sound effects that respond to player actions and environmental events.
- Programmed gameplay mechanics in C#, creating immersive experiences with optimized performance and replayability.
- Achieved a 5% increase in player retention by incorporating diverse levels and adjustable difficulty settings, appealing to players of varying skill levels.