Sachin Sharma

World models | Interactive media | Go-to-market

LinkedIn | GitHub | Portfolio

I build with world models and generative AI, from training small models to making interactive demos. My experience spans hands-on experimentation, model testing, storytelling, and go-to-market work. I am interested in helping world-model teams turn new capabilities into things people can explore and use.

EXPERIENCE

Interact Studio | Real-time interactive media

Grew Interact Studio to 10,000 users and gained acceptance into Founders Inc. Work across model training, experiments, demos, and product development, building real-time interactive media experiences.

Leading world-model companies | GTM and testing

Worked with leading world-model companies, including Reactor, on go-to-market initiatives and testing.

Aquin | Growth and interpretability

Work in growth, contributing to multiple interpretability experiments with leading universities and applied ML companies.

SELECTED PROJECTS

Small Worlds | Action-conditioned world model

Trained a 4.4M-parameter pixel-art world model from scratch on 2.03M generated frames across 35,000 episodes. Benchmarked at 101 FPS on an M2 GPU in this environment. Evaluated player preservation and action response alongside whole-frame reconstruction.

JEPA x Super Mario | Representation learning

Built a 9.8M-parameter action-conditioned JEPA experiment with 4.88M observations from 8,000 episodes. Investigated representation collapse and state retention using frozen-encoder probes and camera-aliasing checks in an initial 4,000-step study.

Avatar model | Training and inference

Trained a 10.7M-parameter LoRA adapter for MiniMax-H3 Ref2VA on 385 training clips. Packaged image-to-speaking-character generation with a local UI, evaluation reports, and a Modal reference endpoint.

Local media search | CLI and computer vision

Built a local-first image and video search tool using CLIP embeddings, text and image queries, and representative video frames with timestamps.

SKILLS & INTERESTS

World-model experimentation, JEPA, LoRA fine-tuning, model evaluation, computer vision, CLIP, local tooling, interactive AI prototyping, GTM, storytelling, and community events.

Interests: explorable worlds, interactive stories, history, and lucid dreaming. Creative work includes Charkha, an AI short film.