

# Yogith G

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## PROFILE

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Computer Science graduate skilled in C++, OpenGL, and core computer science fundamentals, interested in graphics programming, game engine development, and building efficient real-time systems. Quick learner with strong problem-solving and a focus on writing clean, optimized code.

## EDUCATION

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Bachelor of Technology in Computer Science

2020 - 2024

Dayanand Sagar College of Engineering

## SKILLS

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### Technical Skills

- Programming: C++, Java
- Graphics Programming: OpenGL, GLSL, Rendering Pipelines
- Tools: Git, Visual Studio, Unity, Unreal Engine
- Other: Salesforce Apex, Java Spring (training)

## WORK EXPERIENCE

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*Junior Software Engineer*

*July 2024 – May 2025*

Intimetec Visionsoft

- Resolved issues across multiple Salesforce modules by analyzing logs, identifying root causes, and implementing Apex fixes.
- Developed and maintained Apex test classes, improving code coverage and ensuring reliable CI/CD deployments.
- Created process and onboarding documentation for Salesforce PSA, improving clarity and reducing onboarding time for new team members.
- Contributed to feature development in several modules, collaborating with senior engineers and QA to deliver stable releases.

*Software Engineering Intern*

*Jan 2024 – July 2024*

Intimetec Visionsoft

- Completed intensive training in Core Java and Spring modules, building foundational backend development skills.
- Created technical presentations to streamline the internal Java training program and improve knowledge sharing.
- Transitioned to Salesforce development, creating onboarding and process documentation for tools like Salesforce PSA, improving team efficiency.

## PROJECTS

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### *OpenGL Intro* (C++, OpenGL)

- Implemented a basic rendering pipeline using VAOs, VBOs, IBOs, shaders, and uniforms.
- Built a 2D renderer with transformation matrices, blending, and GLSL shaders.

GitHub: <https://github.com/KiruaXD/OpenGL-Intro>

### Ace – 2D Multiplayer Game (Java)

- Developed a 2D multiplayer game from scratch without a game engine.
- Implemented UDP networking for server-client communication in a deathmatch mode.
- Built custom physics, particle effects, sprite system, and all game logic.
- Designed and created artwork and gameplay mechanics.

GitHub: <https://github.com/KiruaXD/Java-Project>

### *ARSculp* – Augmented Reality Reconstruction (Unity, Vuforia)

- Built an AR application for historical reconstruction using object tracking with Vuforia.
- Demonstrated how AR can assist in artifact restoration and visualization.

GitHub: <https://github.com/KiruaXD/ARSculp>

Publication: Journal of Xidian University – “[APPLICATION OF AUGMENTED REALITY FOR VIRTUAL RECONSTRUCTION AND RESTORATION OF ARCHAEOLOGICAL ARTIFACTS](#)”

### *Hello AR* (Unity, ARCore)

- Introductory AR project exploring ARCore and AR Foundation features.

GitHub: <https://github.com/KiruaXD/HelloAR>