

PERSONAL INFORMATION

Paritosh Sharma

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Sex Male | Date of birth 18/05/1997 | Nationality Indian

PERSONAL STATEMENT

Seeking a Research-oriented career in the field of Computer Graphics, Computer Vision and Human Computer Interaction

EDUCATION AND TRAINING

09/2019–Present

Master of Science in Informatics

EQF level 7

Université Grenoble Alpes - ENSIMAG, Grenoble (France)

Main Subjects :

- Computer Vision
- Technical Writing
- Discrete Mathematics
- Algorithmic Problem Solving
- Programming Languages and Compiler Design

Research Work :

- Interaction schemes for eye tracking

07/2015–05/2019

Bachelor of Technology

EQF level 6

SRM University, Chennai (India)

- C++ and Java Programming
- Analysis and Design of Algorithms
- Operating Systems
- Compiler Design

WORK EXPERIENCE

12/2019–Present

Research Intern

Laboratoire d'Informatique de Grenoble, Grenoble (France)

Currently working in TEAM GETALP in Grenoble on new interaction schemes in eye tracking for disabled people

11/2018–04/2019

Intern

Gesture Research, Gurgaon (India)

- Worked on hand and finger tracking for mobile VR
- Projects based on Unity and .NET

05/2018–08/2018

Student Developer

Google Summer of Code - Godot, Indore (India)

Worked on native mobile VR API integration for Godot engine.

12/2017–01/2018

Software developer

CUSMAT Technologies, Hyderabad (India)

Worked on development of Galactic Cricket, a VR game for Oculus Rift using Unity3D

PERSONAL SKILLS

Mother tongue(s)

Hindi

Foreign language(s)

| UNDERSTANDING | | SPEAKING | | WRITING |
|---------------|---------|--------------------|-------------------|---------|
| Listening | Reading | Spoken interaction | Spoken production | |
| English | C2 | C2 | C2 | C1 |

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills

Communication skills gained during internships which include on-field and work from home too

Job-related skills

- Good Command of Unity Game Engine
- Intermediate command on Gradle and Java
- Good Command in C/C++ and OpenGL