

PARITOSH SHARMA

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Seeking a Research oriented career in the field of Computer Graphics and XR

RESEARCH WORK

HAND AND FINGER TRACKING FOR MxR

SRM Institute of Science and Technology - Gesture Research, November 2018 - Present

- Optimizations based on existing finger tracking systems
- Applications in Mobile XR devices

DESIGN ASPECTS IN GAMIFICATION OF ONLINE PORTFOLIO

Independant, September 2018 - Present

- Design aspects of online gamified portfolios
- Potential of VR/AR in such websites

PROJECTS

GEAR VR AND DAYDREAM INTEGRATION

- Implementing Gear VR GDNative module
- Binding Google VR SDK into Godot core

GALACTIC CRICKET

- Batting prototype for Oculus Rift
- Game world opposing laws of physics

MISCELLANEOUS UNITY PROJECTS

- Include simple games like Box Shooter, Roller Madness, etc.
- Part of various online MOOCs

WORK EXPERIENCE

GESTURE RESEARCH, GURGAON, HR

Research Intern, December 2018 - Present

- Research based on Hand and Finger Tracking for MxR
- Development for HTC Vive Pro, Hololens and Daydream

GODOT, GOOGLE SUMMER OF CODE

Student Developer, May 2018 - August 2018

- Wrote GDNative Android API into Godot core
- Implemented Gear VR and Google VR support

CUSMAT TECHNOLOGIES, HYDERABAD, TS
VR Development Intern, December 2017 – January 2018

- Worked on Unity and Oculus Rift
- Projects include Galactic Cricket and Iron Man prototype

GOFODU EDUTECH, INDORE, MP
Content Development Intern, November 2016 – January 2017

- Photo Editing and MS office
- Creating content for various competitive examinations
- Contributed in various design elements of company website

EDUCATION

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY
Bachelor of Technology in Computer Science, July 2015 – May 2019(expected)
Percentage: 82.8
CGPA: 7.47

LAURELS SCHOOL INTERNATIONAL
HSC - PCM + Computer Sc., May 2015
Percentage: 85.25

LAURELS SCHOOL INTERNATIONAL
High School, May 2013
Percentage: 88.8

OPEN SOURCE CONTRIBUTION

GODOT
XR Developer, September 2018 – Present

- Coordinate with other developers working on AR/VR/MxR
- Bug fixing, testing and adding new features

MOOC CERTIFICATIONS

- Game Design and Development Specialization(By Michigan State University)
- Divide and Conquer Algorithms(By Stanford University)
- Python(By University of Michigan)

TECHNICAL SKILLS

GAME TECHNOLOGIES:

PROGRAMMING LANGUAGES:

MISCELLANEOUS:

Unity3D, Godot, Build Box
C/C++, C#, Java, Python, JS
Git, Linux Shell

HONORS

- 1st Runner Up in 17th International UCMAS Mental Arithmetic Competition, Malaysia, December 2011
- AIR 44 in Technothon Prelims(Top 10 in Mains), IIT Guwahati, September 2014