PARITOSH SHARMA

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

RESEARCH WORK

HAND AND FINGER TRACKING FOR MxR
SRM Institute of Science and Technology – Gesture Research, November 2018 – April 2019

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

PROJECTS

GEAR VR AND DAYDREAM INTEGRATION

- Implementing Gear VR GDNative module
- Writing Android GDNative API for Godot
- Binding Google VR SDK into Godot core

GALACTIC CRICKET

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

BACKPACK VR FPS

- Shooter game for Microsoft Mixed Reality
- Based on Unity3D

MISCELLANEOUS UNITY PROJECTS

- Include simple games like Box Shooter, Roller Madness, etc.
- Projects based on Augmented reality for various promotional campaigns for Coca-Cola

WORK EXPERIENCE

GESTURE RESEARCH, GURGAON, HR
Research Intern, December 2018 – April 2019

- Research based on Hand and Finger Tracking for MxR
- Development for Hololens and Acer MR

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

- Content Development for various competitive examinations
- Contributed in various design elements of company website

EDUCATION

UNIVERSITÉ GRENOBLE ALPES - ENSIMAG
Master of Science in Informatics, September 2019 – Present

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY
Bachelor of Technology in Computer Science, July 2015 – May 2019
Percentage: 81.5

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

OPEN SOURCE CONTRIBUTION

GODOT
XR Developer

- 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)
- Deep Learning for Computer Vision(Udemy)

TECHNICAL SKILLS

GAME TECHNOLOGIES:	*Unity3D, Godot, Build Box*
LIBRARIES:	*Pytorch, OpenCV, Phaser.JS, Melon.JS*
PROGRAMMING LANGUAGES:	*C/C++, C#, Java, Python, JS*
MISCELLANEOUS:	*Git, Linux Shell*

HONORS

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