

Saswat Jung Khadka *Student*

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 06/08/2003 <https://github.com/saswatjk>

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Education

Bachelors in Computer Science, <i>Kathmandu University, Approx 3.5</i>	2021 - present
+2, Capital College and Research Center, 3.61	2018 - 2020
SEE, Shuvatara School, 3.65	2009 - 2018

Skills

Languages – C/C++/C#/GoLang/OpenGL/GLSL/Unity Shader Language/Python

Soft skill – Communication/Problem Solving/Teamwork/Fast typer/Fast reader

Technical -

Debugging/Pix/RenderDoc/VisualStudio/Trigonometry/Unity/Godot/nvim/Git

Languages — English/Nepali/Hindi

Exploration Areas

Performance programming - Data-Oriented Design /

Efficient programming Data-oriented design Cache-aware programming
Compilers

COMPILES

gptf0

Professional Experience

Medbot, Research Intern 04/2025 -
Worked as a research intern for Medbot, where my job was to 07/2025
analyse and evaluate different strategies for different Remote
agents.

📁 Projects

Simple Raytracer, simple raytracer from scratch in Golang 2025 - Present
Did this project to tighten my understanding of concepts in golang,I tried to do it in one weekend but circumstances delayed me for a week.
<https://github.com/saswatjk/goTracing>

8085 emulator, 2025 - Present
simple emulator for the 8085 microprocessor in C
Very simple 8085 emulator that can parse and execute 8085 assembly.
<https://github.com/SaswatJK/8085Emu>

WalkingSim, Custom game engine, Solo 2024 - present
C++ and OpenGL w/ DSA to make a custom game engine with own renderer, used BDRFs and heightMaps, will be a fully fledged procedurally generated game with photorealistic graphics.
<https://github.com/saswatik/WalkingSim>

PROCOS - V, *Frontend of a programming language, Solo C and C++ to implement a portion of the front end of a custom programming language from scratch*
https://github.com/saswatjk/My_Own_Language

2024 - 2024

P*DataAnonymizer, *CLI program focused on performance, Solo .NET to make a simple CLI based healthcare patient data anonymizer to learn performance focused C#*
<https://github.com/saswatjk/Patient-Data-Anonymizer>

2025 - present

Injected, *Video game made with SFML in C++, Team C++ and SFML to make a topdown game. Custom engine. Extended the 'from scratch' philosophy to the art and music, which are also original. group project, I did game physics and art*
<https://github.com/kripesh101/injected>

2022 - 2022

Hobbies

Reading Computer Science	Writing articles	Reading literature	Cooking
Computer Graphics papers and books	I like to write articles about Computer Science and Sociology	Classic Fiction Modern Fiction Non Fiction	I love cooking, I find the smell and texture of the food very important.
Compilers books			
gpGPU books			

References

Sudan Jha, *Professor*,
Department of Computer Science and Engineering, Kathmandu University
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Dhiraj Shrestha, *Associate Professor*,
Department of Computer Science and Engineering, Kathmandu University
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