

Saswat Jung Khadka *Student*

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

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🎓 Education

Bachelors in Computer Science, 2021 - present
Kathmandu University, Approx 3.5

+2, Capital College and Research Center, 3.61 2018 - 2020

SEE, Shuvatarra 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

Computer Graphics - Raytracing and Rasterization

Performant programming - Data Oriented Design / Cache Aware Programming

Compilers

gpGPU

📁 Professional Experience


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


📁 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, simple emulator for the 8085 microprocessor in C 2025 - Present
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/saswatjk/WalkingSim> 📄

PROCOS – V, *Frontend of a programming language*, Solo 2024 – 2024
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 

P*DataAnonymizer, *CLI program focused on performance*, Solo 2025 – present
.NET to make a simple CLI based healthcare patient data anonymizer to learn performance focused C#
<https://github.com/saswatjk/Patient-Data-Anonymizer> 

Injected, *Video game made with SFML in C++*, Team 2022 – 2022
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> 

Hobbies

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