
Aniruddha Prithul

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<https://github.com/aprithul>

Hi, I am Aniruddha Prithul and I'm currently pursuing a doctoral degree in the field of HCI with a focus on Virtual Reality. I love everything interactive and visual.

SKILLS

- Experienced in working with common **Virtual Reality** systems.
- Have been using **Unity** and **C#** both personally and in a professional capacity since 2013.
- Proficient in **C** and **C++**. Have experience working with **Python** to a lesser extent.
- Please see my portfolio page to have a look at my projects: <https://aprithul.github.io/portfolio-pri>

EDUCATION

- **University of Nevada, Reno, USA**
Ph.D., Computer Science and Engineering, 2020 - currently enrolled
Master's, Computer Science and Engineering, 2018 - 2020, CGPA 3.97/4.0
- **Khulna University, Bangladesh**
Bachelor's, Computer Science and Engineering 2012 - 2016, CGPA 3.5/4.0

EXPERIENCE

- **Graduate Research Assistant** at UNR.
04/2018 - current
- **Game Developer and Designer** at Mindfisher Games Inc,
06/2017 - 04/2018
- **Freelance Game Developer** at freelancer.com,
2013 - 2014

PUBLICATIONS

- "Embodied Third-Person Virtual Locomotion using a Single Depth Camera." *Graphics Interface*, 2021.
- "Analysis of Positional Tracking Space Usage when using Teleportation." *IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*. IEEE, 2021.
- "A parametric perceptual deficit modeling and diagnostics framework for retina damage using mixed reality." *International Symposium on Visual Computing. Springer*, Cham, 2019.