Aaryaman Vasishta

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EDUCATION

UNIVERSITY OF TOKYO
Masters in Information science and Technology
2019-2021 | Tokyo, JP
Computer Graphics Group
Advisor: Toshiya Hachisuka
GPA: 3.83

PUNE UNIVERSITY
BE in Computer Eingineering
2012-2016 | Pune, IN
First class with distinction
Pune Institute of Computer Technology

DELHI PUBLIC SCHOOL, PUNE
May 2012 | Pune, IN
Aggregate Percentage: 93

LINKS

LinkedIn:// **Aaryaman Vasishta**
Github:// **jammm**
BitBucket:// **jammm**
Quora:// **Aaryaman-Vasishta**

COURSEWORK

Computer Graphics
Multithreaded and Distributed Computing
Algorithms and Data Structures
Advanced Operating Systems
Special topics in Human-Computer Interaction

SKILLS

PROGRAMMING
• C • C++ • Kotlin • Python
• JavaScript

Tools:
• Git • vim • Visual Studio • Perforce
• DirectX • QT • PyQT • Django
• MySQL
• Kubernetes • Docker

EXPERIENCE

RAKUTEN | Ecosystem Services Department, Tokyo, Japan
October 2016 – March 2019

- Lead engineer and Architect. Deployed large scale cloud-native core ecosystem services using docker and kubernetes serving billions of calls daily. Cloud security and efficiency savings of ¥12 million a year.

RAKUTEN INSTITUTE OF TECHNOLOGY | Tokyo, Japan
July 2018 – March 2019

- Research and development of soft-segment background removal of product images using deep learning.

WINE (GOOGLE SUMMER OF CODE 2016) | Programmer
May 2016 – August 2016

- Continued my work on implementing rendering API's in Direct3D Retained Mode for Wine as a part of Google Summer of Code, 2016.
- Contributions now being used by Valve as part of Proton for Steam Play.

UBISOFT | Intern Gameplay Programmer, Pune studio
January 2016 – May 2016

- Worked on porting and remastering South Park™: The Stick of Truth™ to the PS4 and Xbox One, fixing gameplay, engine bugs and implemented new features.

WINE (GOOGLE SUMMER OF CODE 2015) | Programmer
April 2015 – August 2015

- Worked on implementing the rendering backend for Direct3DRM graphics API for Wine as a part of Google Summer of Code, 2015.

PROJECTS

PATH TRACER | Physically based renderer used for research
2019

- Cross-Platform and Written from scratch using C++17.
- Current features: Live preview, Parallel SAH BVH, Path Tracing with Next-Event-Estimation, MIS, PSS-MLT, PRT using Spherical Harmonics
- BSDFS supported: Diffuse, Phong, Rough conductor using GGX/Beckmann microfacet model, Dielectric and Metal.
- Currently working on integrating embree and enoki.

FLAPPY BIRD CLONE | Developer
2016

- Wrote a flappy bird clone in C++, with added difficulty (rotating/shaking pipes, scroll speed etc).

ACHIEVEMENTS

2020 Contributed to Mitsuba 2, a forward and inverse renderer.
2019 Awarded the JASSO scholarship.
2018 Mentor for Wine at Google Summer of Code, 2018.
2017 Contributed to chromium web browser and nouveau graphics driver.
2015 Contributed for ScummVM, an open-source game engine suite.
2014 Contributed for Zandronum, an open-source modern Doom port for PC.
2014 Contributed for Appleseed, an open-source Physically Based Renderer.