

Aaryaman Vasishta

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UNIVERSITY OF TOKYO

MASTERS IN INFORMATION SCIENCE
AND TECHNOLOGY

2019-2021 | Tokyo, JP

Computer Graphics Group

Advisor: Toshiya Hachisuka

EDUCATION

PUNE UNIVERSITY

BE IN COMPUTER ENGINEERING

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

Object Oriented Programming

Algorithms and Data Structures

Advanced Operating Systems

Computer Organisation

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 PROGRAMMER, PUNE STUDIO

January 2016 – May 2016

- Worked on Xbox One and PS4 platforms for South Park™: The Stick of Truth™.
- Worked on porting the game 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 Direct3D graphics API for Wine as a part of Google Summer of Code, 2015. Attended WineConf 2015 held in Vienna.

PROJECTS

JANGINE | RENDERING ENGINE WRITTEN FROM SCRATCH IN DIRECTX 11

2016

- Current features: Phong lighting, Mesh rendering, Texturing, Blending, Skybox, FPS Free-Roaming camera.

FLAPPY BIRD CLONE | DEVELOPER

2016

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

SWIFTTYPER | DEVELOPER

July 2013 – August 2013

- A multiplayer typing game, where all users type out a paragraph (usually lyrics of a song or a famous speech) and the fastest typer wins. Written in Python.

ACHIEVEMENTS

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.