Nishad Tardalkar

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WORK EXPERIENCE

Internship at Neeti Solutions Pvt. Ltd., Pune

Worked with	AWS Hosting IBM Watson Personality Insights API Google Translate API
Duration	1 month

PROJECT

Active Threads :

ColorGrade (Python, OpenCV, CUDA)

*A simple application of **OpenCV** and **CUDA** to apply Color Grading to a video sample.*

Manumit (Unity, C#, Blender)

*A strategy **RPG** written in **C#**. **Unity3D** is being used as the game engine and **Blender** is being used as the modelling and animating software.*

NeuralNetworks API (Camtasia, Python, Numba CUDA)

*A VOD on process of making of a fully functional **API** to train **Neural networks** on both **CPU** and **GPU**. Written in python using **Numpy** and **CUDA** libraries.*

GITHUB

https://github.com/kitepro
(Other random projects with details)

Completed Threads :

Facebook auto-reply bot (Python, Selenium, Django)

Created a bot to automatically monitor and reply to comments on facebook pages using specified keyword-replies set. Used **Django** with **HTML**, **JS** and **CSS** to create frontend UI and **Selenium** to control the bot.

Fog of war plugin for Unity (C#)

A free plugin to add fog of war to your game in **Unity3D**. Its built using shaders written in **HLSL** and hence uses GPU making it highly efficient.

WORKED WITH

Python
C++
Java
C#
Blender
Unity 3D
PHP

INTERESTS

Designing Code Flow
Networking
Distributed Computing
Making games

HOBBIES

Playing DOTA 2
Listening Songs
Watching TV Series

HAPPY MOMENTS

Google Foobar invite
DOTA2 item trades
P2P Data Storage
EMI Calculator

Generic IK System for Unity (C#)

A free plugin apply Inverse Kinematics for all sorts of bone chains. It is written in **C#** and is meant to simulate similar system of **IK** used in **Maya** and **Blender**.

Rendering in Unity HDRP Course (Camtasia, Unity3D)

A quick course on how to setup the new Render Pipelines in **Unity3D** and different features and techniques to correctly light up a scene.

LetsMakeCandyCrush (Camtasia, Unity, C#)

A VOD on process of making of a basic version of the ***CandyCrush*** *game.* ***Camtasia*** *is used as a video editor and* ***Unity3D*** *is used as a game engine.*

EDUCATION

SSC with **86.00%** score at **J.D's Academy English Medium School , Pune**
Maharashtra State Board

HSC with **80.62%** score at **St Vincent's High School , Pune**
Maharashtra State Board

B.E with **70.3%** score at **Vishwakarma Institute of Information Technology, Pune**
Savitribai Phule Pune University