

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 :

NeuralNetworks API (Python, CUDA, C++, SIMD, OpenMP, ASM)

A **computation graph** building API with **Adam** optimizer for loss minimization. **GEMM** and **Convolution Ops** are implemented for CPU and GPU in **C++** with **SIMD AVX2 inline assembly** and appropriate multithreading using **OpenMP** for CPU and **C++ CUDA kernels** for GPU. DLLs are exported using **LLVM-Clang** and **NVCC** compilers respectively and are used in **Python**.

Streamwars (Unity, C#, Blender, Steam, Twitch)

An online strategy PvP game that viewers can engage in along with the streamer. **Unity3D** is used as the game engine, **Blender** for 3D modeling and animations, **Steam API** for Matchmaking Service, **Twitch API** for Viewer interaction through chat.

GITHUB

<https://github.com/kitepro>

(Other random projects with details)

Completed Threads :

ColorGrade (Python, OpenCV, CUDA)

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

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 plugin to add fog of war to your game in **Unity3D**. It's 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
Parallel Computing
Making games

HOBBIES

Playing DOTA 2
Listening Songs
Watching TV Series

HAPPY MOMENTS

DOTA2 item trades
P2P Data Storage
First few Udemy sales
RTX 2080TI in action

Generic IK System for Unity (C#)

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

LetsMakeCandyCrush (Camtasia, Unity, C#)

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

Rendering in Unity HDRP Course (Camtasia, Unity3D)

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

EDUCATION

B.E with 70.3% score from Vishwakarma Institute of Information Technology, Pune
2014-2018 | Savitribai Phule Pune University

HSC with 80.62% score from St Vincent's High School , Pune
2012-2014 | Maharashtra State Board

SSC with 86.00% score from J.D's Academy English Medium School , Pune
2012 | Maharashtra State Board