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Masters of Science
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ACADEMIC QUALIFICATIONS

- Secured **93.6 %** in Class X Board Examination (ICSE) - 2011
- Secured **90.2 %** in Class XII Board Examination (CBSE) - 2013
- Secured **AIR 3289** in JEE Advanced 2013 among 1.23 lakh students in India - 2013
- Secured **8.06/10 CPI** at Indian Institute of Technology, Patna - 2013 - 17
- Currently enrolled in **USC** for **Masters in Computer Science (4/4 GPA)** 2018 - 19

TECHNICAL SKILLS

- Strong proficiency in **C++**.
- Working knowledge of **C, C#, Java** and **GLSL**.
- Experience with **MIPS Assembly, Python** and **UnrealScript**.
- Experience with **OpenGL, Allegro, Cocos2D-x** and **Django Framework**.
- Experience with **Unreal Engine 3, Unity** and **Irrlicht 3D Engine**.
- Familiar with **Visual Studio** and **Eclipse IDEs**.

EXPERIENCE

Game Programmer - Intern at Reliance Games, Pune (May - July, 2016)

- Wrote and optimized shaders for Real Steel WRB 2 and Shadow Strike 2.
- Implemented post processing effects like Bloom, Tone-mapping, God Rays, Ray-marched Volumetric Lighting, SSAO, SSR, Sprite based Bokeh DOF and FXAA.
- Implemented a spatial coherence based fast SSR implementation.
- Wrote a cascaded voxel-grid based cone tracer for Unity 5 in order to simulate diffuse as well as specular global illumination.
- Implemented global illumination through reflective shadow maps and splatting VPLs on the compute shader.

PROJECTS UNDERTAKEN

1. **Top – down Shooter using Unreal Engine 3 SDK.**
2. **CubeWars - A Top - Down Shooter built on SumoDX Engine.**
3. **SaveMe - A Casual Android game built using C++ and Cocos2D-x library.**
4. **Breakout game using C++, Android NDK and OpenGL ES for Android.**
5. **Island Survival - Third Person Action game using Irrlicht.**
6. **LightEngine - A C++ and OpenGL 3D Graphics Engine.**
7. **RayTracer - CPU based implementation using C++ and Win32.**
8. **Cooking with Glarb – VR Cooking Game in Unity 2017.**
9. **Tak3n – 3D FPS Game in Unity 2017.**