

Parikshit Saraswat  
Computer Science  
University of Southern California  
Email - ID : [psaraswa@usc.edu](mailto:psaraswa@usc.edu)  
Online Portfolio - [Parikshit Saraswat](#)

Masters of Science  
LinkedIn : <https://www.linkedin.com/in/parikshitsaraswat>  
Contact : +323-384-6103  
Github : <https://github.com/parikshit6321>

---

## 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 CPI** at Indian Institute of Technology, Patna - 2013 - 17
- Currently Enrolled in **USC** for **Masters in Computer Science** 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.**