

Shreyos Ghosh

Graphics Rendering Programmer

Location	-	Mail	shreyos.ghosh@outlook.com
		Website	loadingshaders.xyz

Education

JIS University	Kolkata, West Bengal, India
Bachelor of Computer Science & Technology <i>GPA: 9.1</i>	2021 - 2025
U.H.N.A.V	Kolkata, West Bengal, India
High School Certification in Computer Science and Programming <i>GPA: 79.6</i>	2018 - 2021

Skills

Programming Languages: C, C++(20/17/14/11), Lua, GLSL, HLSL
Development Tools and Technologies: Visual Studio, Git & Github, Premake, Blender
API's / Libraries: SDL2, ImGui

Interest

Learning about Linear algebra
Shader Programming
Learning Real Time Rendering Technologies

Projects

Raether <i>C++/SDL2, Premake</i>	https://github.com/shreyosgit/Raether
Raether is a offline brute-force based path tracer made using SDL2 rendering backend.	
FragTal <i>C++/SDL2, ImGui, Premake</i>	https://github.com/shreyosgit/Fragtal
Fragtal is a single pass fragment shader editor with build in C++ compilation.	