RISHIKESH JAISWAL

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EDUCATION

Purdue University

Master of Science in Computer Graphics Technology *West Lafayette, Indiana*

Institute of Chemical Technology

Bachelor of Chemical Engineering *Mumbai, India*

WORK EXPERIENCE

Purdue Polytechnic Institute **Jan. 2023 - Present**

Instructor, Graduate Teaching & Research Assistant *West Lafayette, Indiana*

- Purdue Polytechnic's hands-on Computer Graphics program cultivates creative, skilled industry professionals.
- Teaching modeling, texturing, lighting, programming, and source control in **Unreal Engine 5**.
- Counselling students on assignments and projects during lab and office hours.
- Leading production and demonstration of instructional material for labs.
- Collaborated on a web-based game project using **C#** and **Unity Game Engine**.

Iconic Engines **Aug. 2023 - Dec. 2023**

Lead Prototype Developer *West Lafayette, Indiana*

- With end-to-end modular solutions, Iconic Engines, a global company, leads the XR sector and earns $5 million annually. It enables businesses to build metaverse experiences.
- Led the development of a Virtual Museum Experience in **VR** employing **Vasoo Metaverse Engine SDK** to enhance user experience of a virtual museum, resulting in an immersive way to explore a museum as part of a team of 6.
- Oversaw the multi-disciplined team to develop a VR Museum Experience, overseeing project timelines, **task delegation**, and sprint planning, resulting in an on-time product delivery.

PI Industries Limited **Jun. 2019 - Sep. 2020**

Technical Services Engineer *Vadodara, India*

- PI Industries, which boasted a revenue of $218M in FY2024, is a pioneering force in the agrochemical sector and offers innovative solutions for everything from R&D to distribution.
- Led a technical service team of a newly commissioned Chemical Plant with 20 people to enhance equipment efficiency, eliminate production bottlenecks, and ensure safety standards employing **HAZOP** analysis.
- Created interlocks for **Yokogawa's Distributed Control System** of Plant and tested it extensively to watch for safety issues.

PROJECTS

Swords *(Gameplay Programming, Technical Art, and Production)*
- Self-produced a third-person RPG set in an Ancient World and utilized **C++** and **Unreal Blueprints** to program gameplay abilities, enemy AI, loot system, chaos fracture system, movement & action animations.

NanaTheBanana *(Gameplay Programming and Level Designing)*
- Created a third-person shooter game in a team of 3 that features Nana on her journey from a grocery store to a farm.
- Designed dynamic elements in levels, teleport system, and Nana's control, applying **UE5 Blueprints**.

Pistol Whip *(Developer)*
- Remade popular **VR** game Pistol Whip using **C#** and **Unity Engine**.
- Added sound effects and background music to gameplay with a retro-wave aesthetic.

BlockRun! *(Gameplay Programming and Technical Design)*
- Composed a co-op Tetris-style game where Player 1 creates Tetrominos and Player 2 arranges to solve puzzles.
- Developed a multiplayer system and Tetromino creation mechanic in **Unreal Engine 5** for cooperative gameplay.

SKILLS, TECHNOLOGIES, & LEADERSHIP

- **Skills**: C++; Unreal Blueprints; Python; C#; Design Thinking; Human-Centered Design; GLSL; French
- **Technologies**: Unreal Engine 5; Unity; OpenUSD; Da Vinci Resolve; Jira; Maya; Blender; OpenGL; Git; Z-Brush
- **Leadership:** Expanded festival participation by reaching 60+ colleges and organizing events for 2,000+ participants as PR Head.