

I VISWANATH

B. Tech – Computer Science and Engineering
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Educational Qualifications

Year	Degree/Examination	Institution/Board	CGPA/Perce ntage
2020 – Present	B. Tech - CSE	National Institute of Technology, Trichy	8.39
2020	Class XII	Maharishi Vidya Mandir Senior Secondary School, Chennai, CBSE	95.2%
2018	Class X	Maharishi Vidya Mandir Senior Secondary School, Chennai, CBSE	91.8%

Academic Achievements

- Got a national rank of 28 in InCTF Nationals (2021)
- Secured **Rank 495** in **KVPY** (SA Stream) in 2018 and became a KVPY fellow
- Cleared National Talent Search Exam conducted by NCERT in 2018 and became a NTSE Scholar.

Internship Experience

- **Summer Internship at Arcesium:** May 2023 - July 2023
Worked on development of a new web architecture using Spring Boot and Kotlin, to improve performance and reliability of the infrastructure, that was at the core of the integration subsystem at Arcesium. The new design allows programmers to take advantage of database to execute plain queries efficiently, as well as utilize the secret vault to protect privacy of customers. The design improved performance considerably, reducing API response time by 8.64x on average.

Projects

- **Game Boy Emulator:** Oct 2022 - Present
The Game Boy was Nintendo's first venture into the handheld market. The Game Boy is iconic for introducing popular game series like Pokemon and was a worldwide phenomenon in the 90s. This was a one-person personal project. The emulator was written in C++. I used SDL for emulating graphics and audio. The emulator can play most of the popular games released for the original Game Boy model. Link to the repo: <https://github.com/CraftyChimera/GGBE>

- **Student Site, NIT Trichy:** Sep 2021
The student site is an all-in-one student utilities website, developed using React, Typescript, Docker, Next.js, Express.js and MongoDB. This was a club project with a team of 5 people. I worked on writing the backend and models for document portal, and integrating the backend APIs along with deployment of the website.
- **Nittfest'22 Site:** Jan 2022 - Apr 2022
Nittfest is the annual inter-departmental cultural event of National Institute of Technology, Trichy. The site was developed using Docker, FastAPI, Flutter and MySQL. This was a club project with a team of 10 people. I worked on setting up, deploying, and maintaining the server for site, along with automating fetching data from forms onto CSV files and sending mail with SMTP Protocol using Python.
- **Pragyan'22 Capture the Flag:** Oct 2021 - Feb 2022
An annual online jeopardy style cybersecurity event in which players attempt to exploit and attack an application or algorithm to retrieve the secret flag. I was part of the three-person team which designed cryptography challenges comprising of various cryptography techniques. The event is annually played by participants from many countries.

Technical Skills and Certifications

- Programming Languages : C, C++, Python, Node.js, Kotlin, Java
- Database Technologies : MySQL, PostgreSQL, MongoDB
- Other Software : Microsoft Word, Excel, Visual Studio Code, Docker, Git, Make file, Assembly, GitHub

Positions of Responsibility

- **Coordinator, Web Operations Team, Pragyan'22:** Aug 2021 – Jan 2023
Worked as a Coordinator of Web Operations team of **Pragyan'22**, an international techno-management festival of NIT Trichy. As a part of **Web Operations** team, the work specifically involved making games, web apps for functioning of other Pragyan teams and conducting an ethical hacking contest.
- **Coordinator, Publicity Team, Vortex'22:** Jan 2022 – Jan 2023
Worked as a Coordinator of Publicity Team of **Vortex'22**, the National level technical symposium of department of Computer Science and Engineering, NIT Trichy. The symposium succeeded with a footfall of **1000 students** for the year 2022.