Deepak Chethan

3rd Year B.E. Undergraduate Student,
Department of Computer Science Engineering,
UVCE, K R Circle, Bangalore.

#76/25, Kammasandra
Electronic city post, Bangalore 560100
+91 7848948784
deepakchethan@outlook.com
https://www.deepakchethan.github.io

Introduction

I am a Computer Science Undergraduate with a passion for programming and Software Engineering. With a keen interest for Data Structures, Algorithms, Data Science. I would like to be a part of an organization where I can utilize my programming knowledge to solve challenging real-world problems.

Education

2015–Present **University Visvesvaraya College of Engineering**, Bangalore,
Bachelor of Engineering (B.E.), Computer Science and Engineeing.
Aggregate Percentage – 78.6% (Till 5^{th} semester)

May 2015 **Spurthy group of institutions**, Anekal, Pre-University Board, Karnataka,
Stream : Science (Physics, Chemistry, Math and Computer Science).
Percentage – 96%

May 2013 **Swami Vivekananda English Medium High School**, Chandapura, SSLC board .
Percentage – 96%

Interests

Data Structures | Algorithms | Data Science | Embedded Systems | Machine Learning | OSS | IoT

Research Work

Title Optimizing Multi-path Routing with Guaranteed Fault Tolerance in IOT (In Communication)

Description This research mainly explored the idea of using Hierarchical networking combined with *Least Common Ancestor Algorithm* to improve routing.

Technical Skills

Languages C/C++, Java, Python, R, JavaScript, Shell Scripting, HTML, CSS.

Libraries Numpy, Pandas, Scikit Learn, OpenCV.

Frameworks Android, ExpressJS, QT.

Tools LaTeX, Apache Spark, Git, Emacs, Linux.

Opensource

- I Have contributed to *Contributor Covenant* in translating their website and the pledge document to Kannada.
- I have helped *VLC media foundation, DuckDuckGo* in translating and rating translations for keywords used in their application/website.

Projects

Title **Voting System with blockchain**, Desktop App.
April 2018 - Present

Description Blockchain-based voting system that makes voting completely secure and immutable. It is built using QT.

Title **Location Based Social network**, Android App with NodeJS RESTful API.
January 2018 - February 2018

Description A Social network where people can post to various locations and share them with random strangers passing through that path. We used NodeJS as backend with Android app as client.

Title **Enigma**, Android App.
March 2018

Description We had developed an Android based treasure hunt app with ability to scan QR codes and sync the score details onto Firebase for the event Impetus.

Title **An E-Commerce Site**, Web App.
February 2018 - March 2018

Description An mini E-Commerce site that sells customized laddus was built using NodeJS, ExpressJS as backend paired with mysql database.

Title **Portable development environment**, Linux.
August 2017 - February 2018

Description It is a linux based Operating System targeted toward developers with support for over 20 programming languages, tools etc.,

Mini Projects
- **Android Apps:** UVCE Syllabus App, Fest Management App, Hotel Management App.
- **Computer Graphics:** Visualizing Manual transmission of car engine using opengl in C.
- **Web Front End:** TicTacToe, Calculator, Pomodoro Clock

Achievements

- Won second prize in Project Run S1 contest for building and presenting a portable development environment.
- Won second prize in an android hackathon organized by IEEE UVCE as a part of the fest Impetus 18.0.
- Organized the event 'ENIGMA' which is an online treasure hunt for the fest Impetus 18.0.
- I was the Anekal town topper in my PUC board exams.

Certifications

Mar18-Present **Data Science Specialization**, Johns Hopkins, Coursera.
This Specialization covered the concepts and tools people need throughout the entire data science pipeline, from asking the right kinds of questions to making inferences and publishing results.

Aug17 -Sep17 **Machine Learning**, Stanford, Coursera.
This course provided a broad introduction to machine learning, data mining, and statistical pattern recognition.

Jul17 - Sep17 **An Introduction to Programming the Internet of Things (IOT) Specialization**, University of California, Irvine, Coursera.
This Specialization covers embedded systems, the Raspberry Pi Platform, and the Arduino environment for building devices that can control the physical world.